PLAYTESTER FEEDBACK WORKSHEET

PLAYTESTER NAME:

DESIGNER NAME:

What was the difficulty level of this game?
(Circle One)

1. Not very hard
2. Kinda hard
3. It was a challenge.
4. This designer's got crazy skills!

Comments:

How many unique avatar & enemy SPRITES did the designer add?

1. 0 - 1
2. 2 - 3
3. 4 - 5
4. 6+

Comments:

Design - blocks, backgrounds and music choices - Is this game appealing? Do design choices make sense?
(Circle One)

1. It was a little blah
2. Somewhat exciting, a bit of pizzazz
3. Great - engaging without being distracting
4. True artistic talent!

Comments:

Game messages - Did the designer include them? Did they make sense?
(Circle One)

1. Nope. Nowhere to be found.
2. Yes, but they were boring or confusing.
3. Messages included made sense and were helpful.
4. Superstar writing! The messages added to the story and helped me.

Comments:

How did the game make you feel?
(Circle One)

1. Game was: too boring / too hard.
2. I enjoyed playing and wanted to play again.
3. I couldn't stop! Great game. Perfect level of challenge.
4. Totally engaging! I wanted to play at home!

Comments:

How could this game be improved? If you have no notes about improvement, please give the designer feedback about *what* you enjoyed.

Comments: