

Project Feedback Handout

Designer Name: _____

Playtester Name: _____

Each game should be:

- **Fun** - players enjoy playing, want to keep playing
- **Challenging** - players are challenged but not frustrated.
- **Error free** - no script errors, unusual looking parts/visuals, etc

What are two specific things you liked?

- *I liked the [small detail] you put in [this part of the game].*

What is one thing to improve?

- *I feel like [this part of your game] could be [have more jumps, less difficulty, more variety, etc].*
- *I felt like the environment could have more [of a visual detail, like color, variety of shapes, etc].*

After getting feedback, what is one change you'll make in your game?
