

Toon Dimension

Playtesting

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May, 2009

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1. Approach

As the time for the play testing was short, we had to do as many tests in parallel as possible. For this purpose, each member of the team did his own tests, focusing the parts of the game for which he is responsible. In addition to some of the questions from the course notes, which were posed during the tests, each play tester had to answer a questionnaire at the end of the session. This questionnaire was necessary, since our game lives from the puzzle and how easy/difficult they are to solve. The results of the questionnaire are shown in the appendix.

We additionally used the feedback from the players in the VIS office. Since most of the people do not write the comments they have to the corresponding sheets, it was a good idea to just sit in the back and silently taking notes. This revealed partially hard, but most often very good criticism. Therefore we had a wide spectrum of play testers, started with computer scientists and other people with an academic education up to friends with a standard schooling.

2. Results

Each team member asked questions about the whole game but also recessed questions in their responsibility area. The results were assembled and grouped in to three categories, each one for one group member. This eases the adaptation and corrections.

2.1 General

2.2.1 Control

There were several issues with the game pad for those who were not familiar with it. It was not intuitive for some of them to shoot with the RT trigger. We therefore changed the button X to shoot to.

It was also not clear how to activate a button and we improved that issue by displaying 'Press B' when a player is near a button.

Since not all players are used to a thumb stick, another improvement would be to also allow steering with the D-Pad.

2.2.2 Help

Starting a game without manual emerged to be difficult and we therefore display now a helping screen when pressing Y. The helping screen contains for now the semantics of the buttons but will probably be extended by the explanation on how the dimensions work.

2.2.3 View

The view frustum in the game was very small because of the split screen. While testing, we remarked that the player often did not see some important details, which were only visible at a given distance. We therefore changed the view so that lesser ground but more of the scene is visible.

2.2 Maps

2.2.1 The Adventure Begins

This map seemed to be a good one to introduce the players, as we expected. The puzzle is intuitive and the switching camera when getting the red gem explains the game principle.

2.2.2 Canyon-Trouble

It was not clear, that the door at the beginning of the level was in the blue dimension and some of the players tried a long time to move the rock at the side. Making the dimension more clear will solve the problem and avoid frustration.

Another problem is, that the players do not know how to activate the portal once entered the castle. Using the scene camera showing the spawning sheep and some progress indicator when killing them might be helpful at this point.

2.2.3 Northpole

The players did like the overall look of the map.

Some of them had problems with getting the red gem, because jumping with the current character model is somehow difficult for players without game experience. Making the blocks bigger and improving the character animation would be a good solution for this issue.

The sokoban puzzle for the the blue gem is now too simple, since the blocks do not even have to move. One test group solved the puzzle without discovering the blocks being movable. We simplified the puzzle beforehand, because we saw that the original idea was too difficult and players got annoyed figuring it out.

2.2.4 Morbo's Lair

The problem of the 'Grande Finale' is that one can kill Morbo without him ever doing a shot. Making the players spawn at a lower point of the map to force them on the main platform is a suitable solution for this problem.

2.2.5 Death Match

Against our expectations, the test players had much fun playing the death match. We had a thought to fully drop the death match mode, but we will keep it since it is an easy change.

2.3 Characters

2.3.1 Movement

The players complained about the fidgety and bumpy animation. But worse was, that they tried to correct the 'intelligent' movement of the character which led to drunk-like movements and problems in puzzles where an accurate movement was necessary.

Also the orientation was chosen randomly when the character stopped, which led to confusion with aiming, since people expect to shoot where the character looks at.

We already improved the character model and the animation and hopefully overcome these problems.

2.3.2 Performance and Bugs

Several bugs like a disappearing and flickering character model made the game play in certain

situations a little bit tricky. There will be an extended bug fixing session with the new characters. The issues with the performance drop will also be part of this fixing session.

3. Schedule

The term (x/y) stands for x hours expected, in y hours realized. Green entries are additional work which has been completed, red terms are partially or not at all complete.

Date	Course Items	Peter	Christian	Nicola
24.02.		- FGP (3/3) - Sketches(2/2) - Mock up Scene (5/7)	- FGP (-/8)	- Design (-/4) - Skeleton (-/4) - Physics (-/16) - FGP (-/8)
03.03.	Formal Game Proposal	- Simple Map(10/8) - Meshload (5/4) - Ghost cam (-/3)		- Character Controller (20/15) - Power-Up Prototype (-/10)
10.03.	Mutual Project Critiques	- Project Critiques (1/1) - Simple Map editor (20/20)	- Project Critiques (1/1)	- Project Critiques (1/1) - Dimensions (15/15) - Box Controller (4/10)
17.03.09	Game Prototype, Functional Minimum	- Map-Modelling (5/3) - Map editor (15/13) - Refactoring (-/2) - Separating editor solution (-/5)	- Character modelling (12/4) - Prototype video (-/24)	- Bomb Controller (20/15) - Refactoring (-/15)
24.03.09		- Textures (5/1) - Mapeditor (15/15) - DM-Map (10/10)	- Animated character (12/6)	- Menu (20/12) - Character Controller (-/8) - Shader (-/3)
31.03.		- Textures (5/-) - DM-Map (15/-) - Introduction Map (20/20) - Map-Save/Load (3/3) - Mesh-Controller (4/4)	- Animation clip production (20/5)	- Multi Player (20/10) - Character Controller (-/10) - Pre-Alpha Tests (-/2) - Shader (-/3)
07.04.	Interim Report, Low Target	- Sound Effects (10/10) - Props-Modelling(10/3) - Map adjustments (5/5) - Interim Report (3/3)	- Realistic locomotion generation (20/25)	- Power-Ups (10/5) - Weapon (5/-) - Interim Report (5/1) - Interface (-/3) - Model Binding (-/5) - Menu (-/5)
14.04.		- Enemies (20/10) - Map-Editor (-/3) - Mapping (-/10) - Event-System (-/5)	- Several character models (16/10)	- Switch (4/6) - Elevator (8/8) - Door (8/2) - Testplaying (-/2) - Camera (-/2)
21.04.		- Mapping (10/15)	- Character actions	- Puzzle controllers

		- Decorate (10/5) - Varia (-/5)	(20/24)	(20/5) - Shadows (-/16) - Enemy (-/5)
29.04.		- Mapping (15/20) - Music (5/2) - Debugging (-/5) - Graphics (-/4)	- Improved character rendering (10/2)	- Effects (20/10) - Basic AI (-/10)
05.05.	Alpha Release, Desirable Target	- AR-Report (5/1) - Balancing (10/0) - Controllers (-/10) - Mapping (-/15)	- Basic AI (10/15) - Intelligent bomb (6/-) - AR Report (1/2)	- Mech. Enemy (10/10) - AR-Report (5/3) - Adjustments (5/8)
12.05.	Playtesting	- Playtesting (10/10) - Model Cleanup (10/-) - Frustum culling (-/3) - Playtest Report (-/1) - Graphics (-/5) - Map corrections (-/4)	- Better AI (10/15) - Animation clip production (-/10)	- Rocket (10/-) - Playtesting (10/10) - Corrections (-/10) - Playtest Report (-/6)

Appendix

ToonDimension

Alpha Tests

(Rating from 1 = 'crap' to 5 = 'awesome')

The Adventure Begins

Question	Rating					Comments / Criticism
	1	2	3	4	5	
It was clear what the red turning thing caused	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The Dimension Bridge Puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
It was easy to open the door	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
The enemies were too strong	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	

Canyon-Trouble

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The door puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
It was intuitive to get the key	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
I knew what to do with the key	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Killing the sheeps was easy	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
It was clear why the portal finally activated	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	

Northpole

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The green gem puzzle was solvable (turrets)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The red gem puzzle was solvable (jumping)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The blue gem puzzle was solvable (blocks)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Reaching the portal was easy	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	

Morbo's Lair

Question	Rating					Comments / Criticism
	1	2	3	4	5	
I knew what to do	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Morbo was easy to kill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	

General

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The control was intuitive	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
The view/perspective suited	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
The characters support the game play	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The death match mode was cool	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
The game is funny	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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(Rating from 1 = 'crap' to 5 = 'awesome')

The Adventure Begins

Question	Rating					Comments / Criticism
	1	2	3	4	5	
It was clear what the red turning thing caused	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
The Dimension Bridge Puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
It was easy to open the door	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
The enemies were too strong	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

Canyon-Trouble

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The door puzzle was solvable	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
It was intuitive to get the key	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
I knew what to do with the key	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Killing the sheeps was easy	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
It was clear why the portal finally activated	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

Northpole

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The green gem puzzle was solvable (turrets)	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
The red gem puzzle was solvable (jumping)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
The blue gem puzzle was solvable (blocks)	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Reaching the portal was easy	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

Morbo's Lair

Question	Rating					Comments / Criticism
	1	2	3	4	5	
I knew what to do	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Guidelines? mission?
Morbo was easy to kill	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	

General

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The control was intuitive	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
The view/perspective suited	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
The characters support the game play	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The death match mode was cool	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
The game is funny	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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Alpha Tests

(Rating from 1 = 'crap' to 5 = 'awesome')

The Adventure Begins

Question	Rating					Comments / Criticism
	1	2	3	4	5	
It was clear what the red turning thing caused	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The Dimension Bridge Puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
It was easy to open the door	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The enemies were too strong	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	

Canyon-Trouble

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The door puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
It was intuitive to get the key	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
I knew what to do with the key	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Killing the sheeps was easy	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	10-sheep - spawn → 10 wipes!
It was clear why the portal finally activated	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	

Northpole

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The green gem puzzle was solvable (turrets)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The red gem puzzle was solvable (jumping)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
The blue gem puzzle was solvable (blocks)	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Hatten nicht rausgefunden dass 3 blöcke verschiebbar sind
Reaching the portal was easy	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Level etwas unübersichtlich
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	abwgs unübersichtlich schlecht

Morbo's Lair

Question	Rating					Comments / Criticism
	1	2	3	4	5	
I knew what to do	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Morbo was easy to kill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	too easy
Overall impression of the level	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

General

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The control was intuitive	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	nicht an pads gewöhnt hakelig, verbugt
The view/perspective suited	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	& zurücksetzende Perspektive negativ
The characters support the game play	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	oft festgehangen, verbugt
The death match mode was cool	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	weil Fischer so schlecht war
The game is funny	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	mit fähigem Mitspieler wars sicher toll gewesen!

ToonDimension

Alpha Tests

(Rating from 1 = 'crap' to 5 = 'awesome')

The Adventure Begins

Question	Rating					Comments / Criticism
	1	2	3	4	5	
It was clear what the red turning thing caused	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
The Dimension Bridge Puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
It was easy to open the door	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The enemies were too strong	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	

Canyon-Trouble

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The door puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	color of the gate too dark
It was intuitive to get the key	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
I knew what to do with the key	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	too obvious
Killing the sheeps was easy	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
It was clear why the portal finally activated	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	

Northpole

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The green gem puzzle was solvable (turrets)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The red gem puzzle was solvable (jumping)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	konnte mit Kontrollen nur schwer umgehen, → jump-noob
The blue gem puzzle was solvable (blocks)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Reaching the portal was easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	

Morbo's Lair

Question	Rating					Comments / Criticism
	1	2	3	4	5	
I knew what to do	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Morbo was easy to kill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	

General

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The control was intuitive	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	zielen und schießen gleichzeitig ist schwer
The view/perspective suited	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
The characters support the game play	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	verbirgt und merkt Augenbraus man weiss nie in welche Richtung der Charakter loslaufen wird
The death match mode was cool	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
The game is funny	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	es fehlt ein Game over Modus oder eine Score die Punkte und Tode vermerkt. Man hat sonst keinen Vergleich zum Mitspieler im Coop-Modus.

ToonDimension

Alpha Tests

(Rating from 1 = 'crap' to 5 = 'awesome')

The Adventure Begins

Question	Rating					Comments / Criticism
	1	2	3	4	5	
It was clear what the red turning thing caused	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The Dimension Bridge Puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
It was easy to open the door	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
The enemies were too strong	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	all brown

Canyon-Trouble

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The door puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
It was intuitive to get the key	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
I knew what to do with the key	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Killing the sheeps was easy	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
It was clear why the portal finally activated	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	cool castle

Northpole

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The green gem puzzle was solvable (turrets)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The red gem puzzle was solvable (jumping)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The blue gem puzzle was solvable (blocks)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Reaching the portal was easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Very nice level design

Morbo's Lair

Question	Rating					Comments / Criticism
	1	2	3	4	5	
I knew what to do	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Morbo was easy to kill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	cool looking animated rigs, maybe ending music missing

General

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The control was intuitive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The view/perspective suited	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The characters support the game play	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	character animation was poor
The death match mode was cool	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	maybe missing powerups
The game is funny	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	cool levels and dimension idea.

ToonDimension

Alpha Tests

(Rating from 1 = 'crap' to 5 = 'awesome')

The Adventure Begins

<i>Question</i>	<i>Rating</i>					<i>Comments / Criticism</i>
	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	
It was clear what the red turning thing caused	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The Dimension Bridge Puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
It was easy to open the door	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
The enemies were too strong	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	

Canyon-Trouble

<i>Question</i>	<i>Rating</i>					<i>Comments / Criticism</i>
	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	
The door puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
It was intuitive to get the key	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
I knew what to do with the key	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Killing the sheeps was easy	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
It was clear why the portal finally activated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	

Northpole

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The green gem puzzle was solvable (turrets)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The red gem puzzle was solvable (jumping)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The blue gem puzzle was solvable (blocks)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Reaching the portal was easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	most interesting level

Morbo's Lair

Question	Rating					Comments / Criticism
	1	2	3	4	5	
I knew what to do	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Morbo was easy to kill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	

General

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The control was intuitive	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
The view/perspective suited	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
The characters support the game play	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Zaboli
The death match mode was cool	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
The game is funny	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	

ToonDimension

Alpha Tests

(Rating from 1 = 'crap' to 5 = 'awesome')

The Adventure Begins

Question	Rating					Comments / Criticism
	1	2	3	4	5	
It was clear what the red turning thing caused	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
The Dimension Bridge Puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
It was easy to open the door	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The enemies were too strong	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	

Canyon-Trouble

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The door puzzle was solvable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
It was intuitive to get the key	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
I knew what to do with the key	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Zelda?
Killing the sheeps was easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	It was too easy
It was clear why the portal finally activated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	






Northpole

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The green gem puzzle was solvable (turrets)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
The red gem puzzle was solvable (jumping)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
The blue gem puzzle was solvable (blocks)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Reaching the portal was easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	


Morbo's Lair

Question	Rating					Comments / Criticism
	1	2	3	4	5	
I knew what to do	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Morbo was easy to kill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Overall impression of the level	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	

General

Question	Rating					Comments / Criticism
	1	2	3	4	5	
The control was intuitive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	ausser Mallet-Anim 
The view/perspective suited	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
The characters support the game play	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Stoek im    
The death match mode was cool	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Nicht gespielt
The game is funny	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	



 Sit ned mi beifhast.