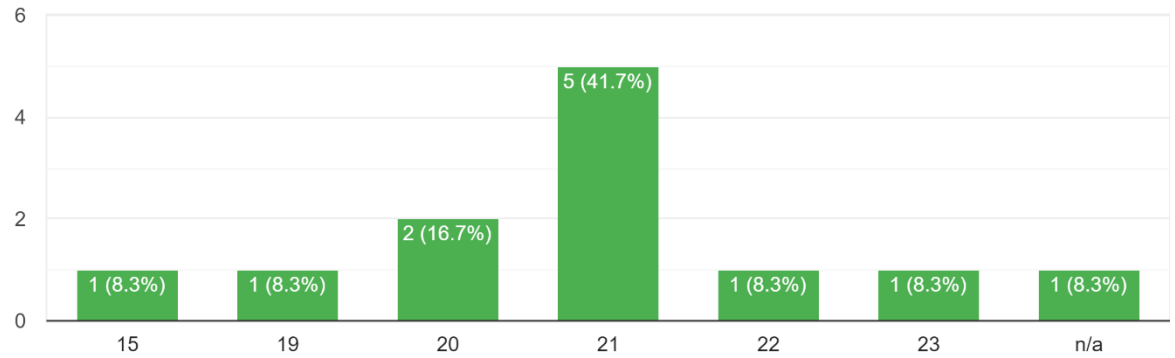


1. First Name (12 participants)

2.

2. Please provide your current age with a numerical value (ex. 18, 22, 38....)

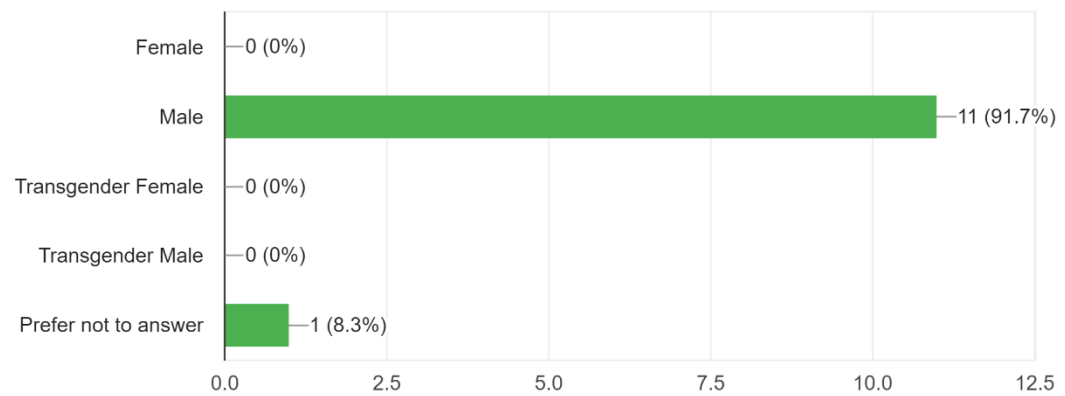
12 responses



3.

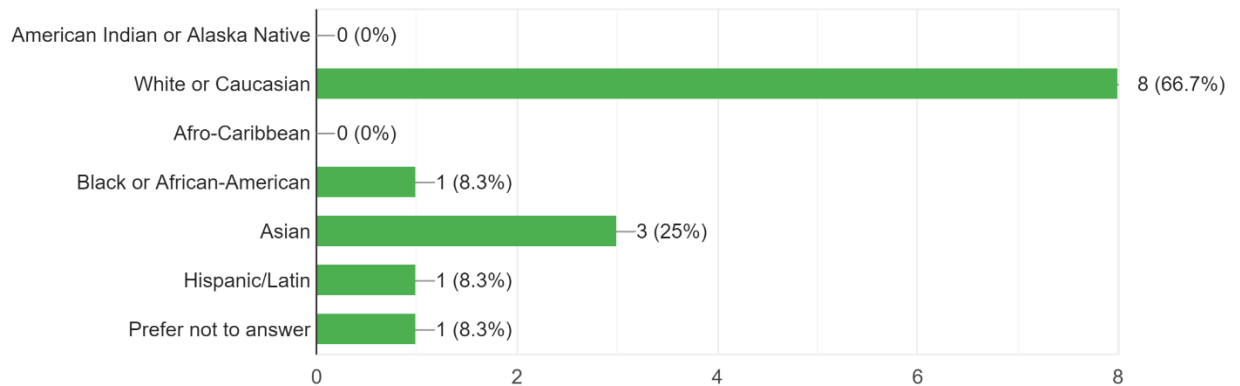
3. Please specify the gender you identify with. You may select more than one option.

12 responses



4. Please specify the race or ethnicity you identify with. You may select more than one option.

12 responses



4.

5. How would you describe your experience playing this game?

- I mostly enjoyed playing this game.
- fun and fast, a bit loud tho. Music is spot on, but the coins are bit loud AND the saw is waaaay too loud.
- Pretty pleasant, somewhat mundane due to a lack of storyline.
- It was good
- It was okay. Difficulty understanding some mechanics at first. Fun once I figured it out.
- Pretty fun, but short.
- It was funny didn't come across anything that was frustrating
- Pretty difficult died a bunch throughout most of the levels
- It was funny had a great time with the movement and all the different types of enemies
- Fun until I got towards the end it got a little difficult
- Fun would be better with more levels in the future
- Pretty fun, loved how fast game felt towards the end

6. Was there anything confusing about the game? If so, please explain why.

- No
- No
- No confusing but I do have some suggestions after playing this game. The player when near the edge of a block or any moving platform, the player just slides off slowly. Also, the colliders on the spikes are too big. There were instances where I

would hit a block that had spikes underneath it and I would die when colliding with the box that its attached to.

- Nothing at all
- Yes, after level six, the level counter was stuck at one.
- No, everything was simple and easy to understand
- Yes. First no directions how to move and double jump. Also, level 7 says level 1
- Nope
- There was a coin underneath a platform with a cube in the center with empty space on the left and right side. The coin was on the right side and empty space was on the left. I thought could go possible reach that coin by going underneath but the cube stopped me and got me killed.

7. Did the game feel challenging at any point? Please explain why or why not.

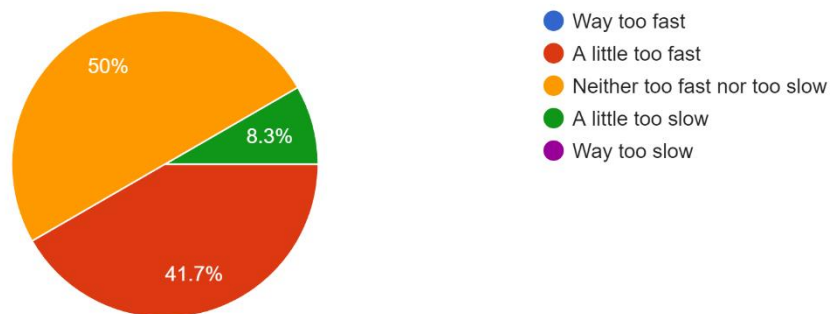
- Yes, level 6 definitely felt like the hardest level since i have unable to fly through that level. I was struggling to get past the beginning with the first saw.
- yes, the character movement is very sensitive so you need to be aware not to overshoot
- The most challenging point was jumping in-between spikes that were placed above and below the player. This is not a bad challenge, though, as it made the player meticulously time their jumps and double-jumps.
- Level 6 where there is a platform you have to jump onto. If you miss it once then the zone catches you 100%
- Yes, the movement is different to other games
- The last level was challenging.
- It was hard to get through level 6 when the wall picked up speed and the platforms moved faster
- Had trouble jumping over the spikes at first in the first few levels but the wall picked up speed in levels 5 and 6 I died numerous times to the wall and the other things while I'm trying to run away.
- Getting away from the wall in level 6 was the hard because how fast it moved and I still needed to dodge the other enemies like the spikes and saw.
- Levels 5 and 6 where the most challenging because the wall picked up speed and I had to dodge things like saws and spikes. The coins were somewhat helpful but if I missed a jump or coin the wall would be right on top of me.
- The wall was somewhat challenging in level 6 but after I worked my way around it I was able to beat it
- In level 6 the wall got extremely fast and I died multiply times but after few deaths I quickly learned to get passed the level.

8. At what pace did you play the game (slow, normal, fast, very fast etc.) Please explain why you played this way.

- I played the game very fast since it's very easy to understand how to play and read what the movement keys are.
- fast as I could
- Very fast due to the movement speed of the giant spike rock and the player.
- Fast. Cause that's how I've always played 2d games
- fast
- Fast
- Very fast because I was trying to make as much distance between me and the wall
- I played at a normal pace because I didn't know what was ahead and didn't want to die to something that just popped instantly
- Fast pace because it felt more funny to play that way and I could get away from the wall faster.
- Fast pace because I felt that was what worked the best to get away from the wall and not die over and over.
- Very fast pace because felt like the best way to play the game
- Very fast because that's how I normally play games

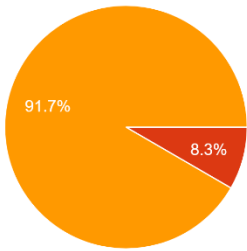
10. How fast did the wall move?

12 responses



9.

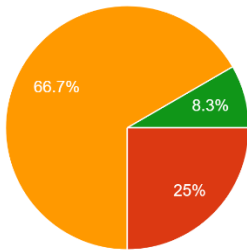
11. Level 2 was:  
12 responses



- Way too short
- A little too short
- Neither too long nor too short
- A little too long
- Way too long

10.

12. Level 3 was:  
12 responses

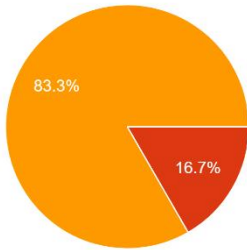


- Way too short
- A little too short
- Neither too long nor too short
- A little too long
- Way too long

11.

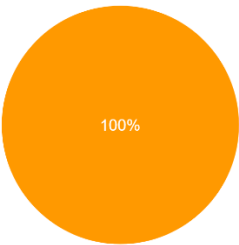
12.

13. Level 4 was:  
12 responses



- Way too short
- A little too short
- Neither too long nor too short
- A little too long
- Way too long

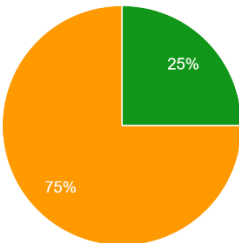
14. Level 5 was:  
12 responses



- Way too short
- A little too short
- Neither too long nor too short
- A little too long
- Way too long

13.

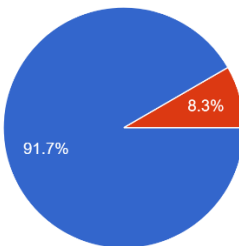
15. Level 6 was:  
12 responses



- Way too short
- A little too short
- Neither too long nor too short
- A little too long
- Way too long

14.

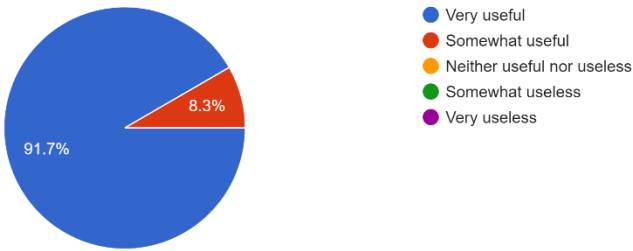
16. Was player movement smooth?  
12 responses



- Yes
- No

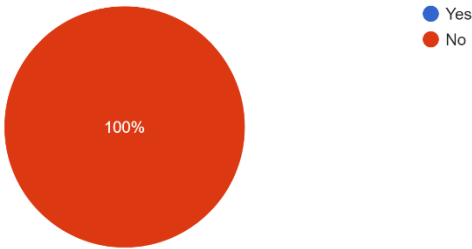
15.

17. How useful was double Jump?  
12 responses



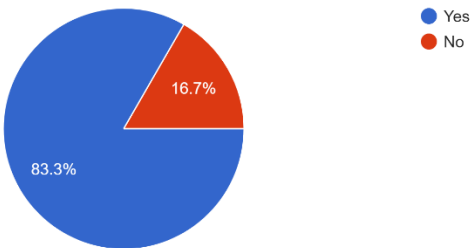
16.

18. Should the coins push back the wall less?  
12 responses



17.

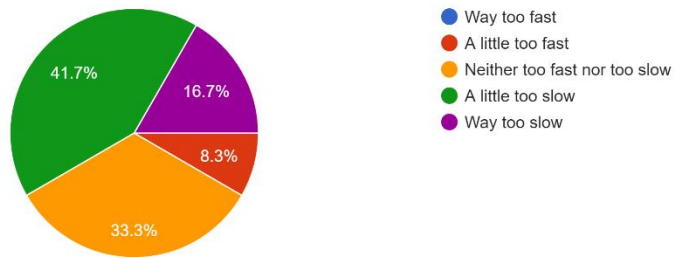
19. Should future levels require additional coins to collect? (15, 20 etc..)  
12 responses



18.

20. How fast was the moving saw?

12 responses



19.