

Tijdstempel	Did you test our previous prototype?	What feeling did you get when looking around?	How recognizable is the fashion feeling in the environment	Do you have anything to add to the previous question? (About the fashion feeling)	Do you feel like the environment is the right size compared to yourself?	Do you have anything to add to the previous question? (About the sizing)	How does the new environment compare to the previous environment (if you have tested both)?	Does grabbing things react correctly for you?	Did you instinctively know how to grab clothing?	Do you have anything to add about the grabbing functionality?	Do you have any further remarks about the prototype?
5-11-2021 14:28:15	No	joyful, relaxed. Because it is a nice environment. I felt like I wanted to walk around and see things up close. I think the world compliments the fashion theme.	4		Maybe it is too big. I also want to see things up close to see the detail.	Maybe a bit smaller. I'm not sure how it feels once you can move around.	Didn't play the previous	Yes	Yes	The shirt glitched when I grabbed it. Grabbing was just how I expected it should work.	Sounds! Play with the lighting. Make it more sexy?
5-11-2021 14:33:56	Yes	The environment did not evoke any particular feelings.	2	The fashion was previously more integrated into the environment.	No	The area felt a bit small, a more fitting skybox might help.	I felt the sense of scale was better in the previous environment.	I found a consistent way to make the grabbing work, but I had some issues with it at first. The collider might need to be a bit larger.	Yes	I intuitively knew what to do, but this was also because the previous demo used gestures. I also tried to grab with a fist rather than a pinch.	-
5-11-2021 14:38:00	No	happy, nieuwsgierig en rustig	4	I felt like the overall theme is not fashion related, it looks like a Japanese garden. The assets in the environment does make it fashion.	yess it is nice! but in the place where I stood I felt far away from the avatars on the path. Couldn't really see the clothing on those avatars.			yess works really nice using no controllers but sometimes I could not grab the shirt with my hands. Was a bit hard.	No	Super cool that I could use only my hands to move things!	love it ga zo door meiden helemaal leuk!!!!
5-11-2021 14:44:17	Yes	happy vibes	2	Not as much as the previous environment	Yes	no	The other one was more about fashion I think	when I knew that pinching worked better, yes	No	would be cool to grab things like irl	nice concept
5-11-2021 14:44:32	Yes	Calm, relaxed	2	Ik denk dat ik wat beweging miste in de runway. Van die typische bewegingen die modellen maken weet je wel	Yes	Had wel het gevoel dat Bob groter was dan ik tho		Yes	Ik verwachtte dat ik shirtjes kon grijpen in plaats van pinchen	Ik verwachtte dus dat ik shirtjes kon grijpen in plaats van pinchen	Environments was heel nice!
5-11-2021 14:47:14	Yes	Curiosity	2	Not really	Yes		In the previous one I was able to move around more, I'm curious why you've removed that.	It worked, but it was quite buggy at times	Yes	It might be that the offset needs to be adjusted	
5-11-2021 14:54:40	No	A feeling of wonder, and disgust at the man who is naked in public	3	I got the feeling to put clothes on the naked guy, apart from the clothes and naked guy I didn't associate the environment with fashion	Yes			Occasionally, often times it glitched out around me when I tried to grab something and sometimes it just stopped reacting	Yes	Perhaps add some kind of grabbing point so it's clear where exactly you can grab	The clothes flew into space I thought that was very cool make more games about throwing clothes in space
5-11-2021 14:59:29	No	I thought the environment looked very nice, I just did not get what the goal of the game was in the beginning.	3	I liked the style but I did not get the feeling that there was a big influence of fashion	Mostly it felt right, I do think that the tree was too big/tall.	nope	-	Sometimes it worked correctly.	Yes	Sometimes when I tried to grab something, it did not react. It seemed as though when I previously used my right hand to grab, I could only use my left hand afterwards.	The goal of the game was not very clear to me in the beginning. Maybe show the mannequin in front of the player and the shirts on the side.
5-11-2021 15:08:01	Yes	It felt like I was on a beautiful planet with quick water	3		Yes	I think the doll adds a really simple way to make the sizing feel right.	It's way smaller and more clear what I could do	Yes	Yes		
5-11-2021 15:08:49	Yes	Calmness and a little confusion about where I was and what I'm supposed to do.	2	I think it's more because I knew what the experience already was about than actually getting the feeling from the environment. But I know nothing about fashion so take my opinion with a grain of salt	No	Things look slightly oversized	A lot more contained environment. Think this will help with staying focused on certain tasks and not getting lost. Still a weird environment.	Sometimes it does, sometimes it doesn't. Probably more of an issue about losing track of hands.	Already knew about it so can't give an unbiased answer. The improved hand tracking does make it feel more natural.		Add more functions! :P I wanna explore and do things besides standing around and grabbing shirts.
5-11-2021 15:11:37	Yes	Relaxed, pretty and spacious environment	2	It feels more like a nature environment to me.	Yes	The other human like creatures in the environment were about my size.	I think it is better, because you can see everything from the point where you are standing.	No	Yes	Sometimes it worked, sometimes it didn't, when I moved my hand out of view, I 'let go' of the t-shirt	It is weird that the T-shirt flew into the height, going on its own adventure. I liked that the t-shirts grew on trees.

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5-11-2021 15:14:28	No	Nice, not so realistic environment with bright colours and abstract as well as realistic forms.	4	Especially the manequin and the Japanese dummy's on the outer ring	Yes	But I'am wondering if its the right size when I'm able to walk(teleport, etc.)	N.V.T.	Yes	Yes	make the throw functionality better	Nice work, especially the look and feel of the environment.
5-11-2021 15:39:59	Yes	Like I was in a Japanese garden	2	It doesn't feel like fashion since the clothing isn't texture or moving. The designed environment in Styly is way more interesting!	Yes	The clothing in the tree was too high	I like the designed environment in Styly more than the previous prototype.	No	I know how to grab, but it didn't work in the prototype	It is interesting that you can use your hands. Make sure that you add a colider so you can't go through the clothing.	
5-11-2021 15:54:44	No	tropische omgeving was mooi, wist eerst niet waarom de paspop er stond tot er uitleg werd gegeven.	2	eigenlijk alleen de paspop gaf een indicatie, de shirts aan de boom had ik niet gezien	Yes	de paspop was wat te groot in vergelijking met mij, de vloer(water) voelde iets te hoog maar dat kan ook ee tracking issue zijn geweest	not	Yes	No	moest uitleg krijgen dat het graven met een pinch gesture moet en niet met een vuist	ben benieuwd naar het eindresultaat :3
5-11-2021 16:02:12	No	cool shaders looks nice	2		Yes		nan	its broken	Yes	fix it :P	looks nice, would like to see more functionallity
5-11-2021 16:15:52	No	I felt adventurous	3		A little big			No	Yes	A bit slow	Nice:)