

That cow man. That cow. *laughs*

laughs also heard in video playback

This one was relatively tricky. Um.. It was very sensitive with accordance to how I tilted the remote.

That one was easy. Has an auto.. auto lock on when you get to a certain area.

This was pretty embarrassing, having to literally squat in front of everybody

That was easy, just up and down

This one was really tricky. Um, they didn't explain that you had to flip your remote while you're doing it

This one was easy, straightforward

//you can also mention which ones you liked doing

Ok, ok

That was easy as well

Um, this one was tricky, very tricky, not knowing that you could tilt the remote, to use it like a cascade, to get it into the cup

I enjoyed doing this one, having to avoid the uh, flaming ball of death and fury

This one was cool as well, but the animation was really non appetizing, the person itself at least

I had no idea what happened there, I just held it, and it happened, so... *laughs*

Uh, this was really easy, um, straightforward, free point essentially

I hated this boss stage. So confusing um. What you had to do was strange. You felt strange having to hold the thing above your head. And.. Yeah the jumping and whatnot was interesting as well.

Uh, starting here I felt that it was really difficult to ... To control where its shooting or how it shoots. It might have been that I was standing at an angle from the uh sensor, but... Second time around, it was... Easier.

I got that one the second try, after knowing what I was actually doing.

Uh, once again really sensitive, tricky.

Um, so yeah this time, when I didn't know what I was doing and it didn't do it for me I found that one really challenging

Um, I enjoyed doing that one. Easy, actually something that a janitor would do, and it fits the name of the janitor motion, er, janitor position.

Once again, easy one, straightforward.

I enjoy hitting people, so I like that one

Auto lock on made that really easy

Once again I enjoyed this one, avoiding the flaming ball

And second time around I understood what you're supposed to do here, so that was easy

Um, even doing this a second time, it was relatively difficult compared to the other ones you had to do.

Um, the form switch I find, in this one, made it very difficult. Um, since I had to aim really off center to get it to shoot straight. And I find that this one is definitely one of the more difficult positions to deal with.

//and how do you feel playing this one, at this point?

Um, I found it was, after a while I start getting um, acquainted with the actual controls and where its supposed to be, um, in reference to where it goes on the screen, so after a while it got easier, but just the fact that, it took me a while to get used to where I'm supposed to aim, and what am I supposed to do, um, it was difficult in the beginning.

And this definitely um, one of the more challenging bosses, um, especially when you compare it to the uh, demo that we had to play earlier, the warm up demo.

//did you like the challenge?

Um, it depends, in which way you're talking about. Like just for enjoyment then yes. Um, but I disliked the should I say sensitivity or how um, how I'm able, or how I'm supposed to face it in a certain position to get it. Even though its not in front of my face, I have to face it in a specific area, to get the actual, um, aiming that I want to go to. So I found that challenging. It might have been easier if I wasn't off centered to the TV or the sensor bar in the first place, but um, I would have enjoyed the other, um, the starfox one [NOTE: part of the practice time/warmup component] much more than that one.

Pos 16

Neg 14

Neu 13