

## Play test 1

1. Could you play the game again without looking at the controls/rules?

yes

2. What was your strategy?

Going small and fast

3. Could you predict the enemies?

Not really no

4. Were you reacting to enemies?

All the time

5. To what extent did you feel you controlled the outcome?

To a large extent

6. Did anything hold back your strategy?

no

7. Did anything make you feel powerful?

Power ups

8. Did anything make you feel vulnerable?

yes

9. Did you have fun?

Yes, I want to play again to improve. I think it would work on a phone

## Play test 2

1. Could you play the game again without looking at the controls/rules?

Yes

2. What was your strategy?

To get to the end

3. Could you predict the enemies?

sometimes

4. Were you reacting to enemies?

Yes

5. To what extent did you feel you controlled the outcome?

Yes, but I had some difficulty

6. Did anything hold back your strategy?

I wasn't quick enough

7. Did anything make you feel powerful?

Evading the enemies

8. Did anything make you feel vulnerable?

The enemies chasing me. My reaction times were too slow to begin with

9. Did you have fun?

Yes, I was hooked