**Play Tester 1(Juliette)**

1. Rate game out of 10:

7

1. Is it fun:

Yes

1. Why is it fun/ not fun

The way in which you have different balls with different abilities is really interesting and how to use and switch between them is communicated clearly. Furthermore, the game feels responsive. Perhaps one thing I would think about is communicating to the player how they are able to look over the course as I only discovered this much later.

The mechanics are generally communicated well. However, it took me a while to realise that the other balls could be used to knock the green ball in, although seemed very obvious in hindsight. This may be because I was thinking of it more through a mini golf lens to get all the balls in rather than using all the balls to assist in getting the green ball in. Difficulty wise, it is possible to complete the first three levels by only using the green ball. The first, second and third levels feel easy while the fourth feels very challenging.

1. How long is the game:

It took 5 minutes to complete the first level, however after I had gotten the general positioning I was able to get the green ball in every time. It took 2 minutes for the second level, and under 1 minute for the third level. I was unable to get past the fourth level.

1. Describe it to someone who hasn’t played it before:

It is a digital version of mini golf where the player is able to use balls with special abilities in order to traverse the course and get the ball into the hole.

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**Play Tester 2(Rayaan)**

1. rate: 5/10.

reason: physics could be better.

1. fun? And reason:

6/10. The idea of playing golf like pool is good, and trying out the abilities of each ball. although if more power balls were provided (which could possibly lead to more intense/ interesting level design) with different abilities, or if current ones could be improved the game would be much better.

1. game length:

after struggling to work with the mechanic, my final attempt took me exactly, 8mins and 47secs to complete. all three levels without resetting the game...

overall (including the times for each different attempt and each reset): 15mins and 51secs

1. Game description:

its a combination of cue sports and club sport. with the aim of the game being: place the target ball in the hold, using cue balls with different sets of techniques.

More notes from Play Tester 2:

The final stage, was very confusing and took a bit of tiemto master.

The confusing was caused by the lack of 3d elements, although after a few attempts, the level design was made clear.

The ramp in the final stage was also not placed appropriatly, as it was nearly impossible to get back using the cue ball.

i wild fall off one of the sides of the ramp.

click to proceed message does not dissapear sometimes.

user experience:

the mechanics of the game would somewhat seem clear in the begining, but was not the case.

instead of pulling in the oppisite direction, one need to pull in the direction you desire.

The phsyics of the game was also not on point and this caused the player to get frustrated with the game

becaus the lack of friction caused the ball to continue moving slowly until it hit wall.

this was also a huge contributing factor to the length of the game.

Not drag and shoot

Not enjoyable to shoot in mouse direction

Need to make a back to menu button

Not sure how to get though first level.

Physics is not good. Doesn’t feel as it is expected to feel

Preview field, move camera is good. But doesn’t feel good

* Make stay in position until drag in opposite direction?

Bugs:

Target Ball goes through Through Walls -Exploit!

Tutorial Bugs! Click to proceed

Suggestions:

* If power ball goes in. reset Powerball.
* Turn Indicator, have sprite of ball next to turn