**Play Tester 1**

* level 2 is too hard?
* level 1 still can be done in one shot
* player not using the screen move stop
* level 3 does not look 3d. fix lighting
* need to learn how to use powers properly
* Sticky ball not sticking
* camera stay until move back or click
* balls feel better
* change levels to suit current ball physics!
* difficulty is quite hard
* potential early release of ball error?
* level design for level 4 is good
* wall bounces when ball is slow are not good. should bounce a little bit back
* portal collider slightly bigger
* magnet rage indicator
* ball clicking before state error. Line Indicator not showing !!
* Potential limit amount of times can use a powerball
* And a exit button

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**Play Tester 2**

Game looks great!

The feel of the drag and shoot mechanic is frustrating sometimes because of how we have to wait for the ball's velocity to hit 0 and our puny little human brains don't easy process the infamously small movement it takes before it stops so when you try to shoot earlier than before it stops then the drag and shoot malfunctions.

But the game is an 8/10, I personally don't find games like this fun. I'd probably say it's fun to work in a 3D top down game, which encourages me to think of ways to sink the right ball. I also like how you've given the course a bit of gravity because sometimes the balls drift in certain directions as if there's a hill of something which forces me to think around that problem and therefore influences the strategy of the game. I didn't test how long it was but I struggled with even the first level, took me like 5 minutes, so it could potentially become pretty long.

The game is a 3D top down puzzle solver that requires you to manuever a ball into a hole using another ball. The ball used to manuver the other ball has different abilities which can be harnessed by the player however they want, within the constraints of each level.

**Play Tester 3**

Ball wall bounces don’t feel right!!

Smaller balls

Tutorial level easier. So don’t need to keel resetting

Through Ball in wall cant shoot

Teleporters

Things feel heavy

physics of balls not good.

Balls don’t collide nicely

**Alon’s Notes:**

* ~~Fix Ball and wall reflections~~
* ~~Fix sticky ball~~
* ~~Make camera movement faster and only go back when click or drag back potentially make course in camera shot~~
* ~~Put colours on ability UI~~
* ~~Fix score at end~~
* ~~Change get gul lul (lol)~~
* ~~Make teleporter colliders bigger~~
* ~~Add ESC button~~
* ~~Fix Goal collider~~
* Fix lighting
* ~~Magnet ball add radius~~
* ~~Fix Level design and adjust for new ball physics~~
* ~~Play with ball physics!~~
* ~~Add ability Limiter Values!~~
* ~~Skip tut button and check if skipped then don’t show again~~

~~Standardise changes from working scene to rest of levels!!!~~