**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)**

Not drag and shoot

Not enjoyable to shoot in mouse direction

Need to make a back to menu levels

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