# Testing Goals

How natural movement/shooting feels, is it good controls  
Game difficulty  
GUI makes sense.

# Testing Questions

Does the movement and controls seem accurate and responsive.

Is the game too easy or too hard, what makes it that way.

Do you understand what’s going on in the GUI and in the game.

# Feedback

*Include here any feedback you receive, how important it is, and how many people have given the same feedback.*

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| **Feedback** | **Importance** | **Count** |
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# Actions

*Write about what actions you will take regarding the feedback. Keep in mind how much time is left for the project. (min 100 words)*