**Diagnostic Test Form – Catch! VR**

Developer: Jason Captor/Cactus Games

Game: Catch! VR

1. Specify the target hardware and model.
2. What is the Target FPS? Did the Game meet the Target FPS on the Target Hardware?
3. What impact did filtering have on performance?
4. What impact did anti-aliasing have on performance?
5. What impact, if any, did caustics and refraction have on performance?