**Diagnostic Test Form – Catch! VR**

Developer: Jason Captor/Cactus Games

Game: Catch! VR

1. Specify the target hardware and model.
   1. HP Reverb G2
   2. Oculus Quest 2
   3. Oculus Rift S
2. What is the Target FPS? Did the Game meet the Target FPS on the Target Hardware?

Target FPS on all platforms is 60FPS, lower than this would impact gameplay significantly, and would not be considered acceptable.

* 1. Game exceeded target FPS, did not dip below target
  2. Game met target FPS
  3. Game met target FPS mostly, with some frame drops

1. What impact did filtering have on performance?
   1. No noticeable impact, textures are deliberately kept minimal
   2. No noticeable impact
   3. No noticeable impact
2. What impact did anti-aliasing have on performance?
   1. No noticeable impact using MSAA 4X
   2. No noticeable impact using MSAA 4X
   3. No noticeable impact using MSAA 4X
3. What impact, if any, did caustics and refraction have on performance?

This game does not implement caustics or refraction.