**Test Feedback Form – Catch! VR**

Developer: Jason Captor/Cactus Games

Tester: Tester B

1. Did the game run smoothly? Were there any issues or bugs? Were there any parts of the game that didn’t function as intended?

The game ran smoothly on the Quest 2, which is surprising for its hardware. I briefly played your game on the Rift S, and it ran smoothly. I didn’t find any bugs on either platform.

1. Was the game enjoyable to play?

The physics part of your game was enjoyable, just how different force is applied to the objects depending on how you hit them.

1. Was the game user friendly? Did it provide adequate information to the player?

The game did give adequate information in the options menu. The concept of the game is pretty simple.

1. Were any parts of the game unclear or confusing?

I didn’t find any parts unclear or confusing.

1. Was the game too difficult or too easy, and why?

The game wasn’t too difficult, I did notice stuff falls quicker and more often the longer you survive. Which is a good feature to have, it challenges the player.

1. Do you have any other suggestions for how the game could be improved?

My neck started to ache after playing your game for a little bit. Tilting the camera up would make the game better, since the player looks up a lot.