**Test Feedback Form – Catch! VR**

Developer: Jason Captor/Cactus Games

Tester: Tester N

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! I imagine having the world on a 45° tilt after hitting play is intentional, though it seemed like a bug at first as there was no warning of it.

The physics seemed a little interesting – collision stopped working consistently when moving the controllers/swords quickly, as barely any or even the opposite impact would be applied.

1. Was the game enjoyable to play?

Not at first, as hitting the falling weapons seemed inconsistent, but once I figured out to move the controllers slowly it became much more enjoyable.

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

Even with the 45° tilt, I very quickly started getting a sore neck. By the time I hit about 200 points I was deliberately looking away for periods of time to rest my neck, even at the cost of points and health.

The actual gameplay was intuitive and easy to understand.

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

The tilt threw me off for my first run, otherwise it was very clear.

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

Too easy, though that also may be because I’ve spent a lot of time in VR. Once I had down a consistent motion of batting the weapons away with a slow two-handed sweep, everything except the daggers became trivial, and there were more than enough health potions to cover those. I only dropped below 90-100 health once I couldn’t keep my head tilted up.

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

Having the weapons thrown or otherwise launched from ahead of the player, rather than above, could help with the issue of having to constantly look up. Even having some dropped and some launched from different directions would mitigate it.

Otherwise, the game became more interesting around 230 score when the weapons started dropping on top of each other, becoming much more unpredictable in how they were falling, so that may be an area to create more interest.