**Test Feedback Form – Catch! VR**

Developer: Jason Captor/Cactus Games

Tester: Tester T

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 seemed to run quite well. There was some glitchiness with the collisions on the swords, it felt a bit inconsistent but was also quite entertaining because of it.

Bugs:

1. If you lose the game, go back to main menu, and then play again, the drop rate does not decrease.

2. After a while playing at the higher drop rate (after replicating bug 1) the game stopped producing weapons and started only dropping healing potions.

1. Was the game enjoyable to play?

Yes! Very entertaining, I found it quite fun once there were so many weapons spawning that they were knocking each other out of place

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

The game did provide adequate instructions but the instructions were hidden in the options menu.

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

Not really, though the health and score are off to the left and not immediately visible when playing

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

The difficulty was well balanced and escalated over time.

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

Find a way to make it possible to play the game without craning your neck upwards as it becomes quite physically tiring to play after a while and is too difficult if you don’t look upwards.