**Test Feedback Form – Catch! VR**

Developer: Jason Captor/Cactus Games

Tester:

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?
2. Was the game enjoyable to play?
3. Was the game user friendly? Did it provide adequate information to the player?
4. Were any parts of the game unclear or confusing?
5. Was the game too difficult or too easy, and why?
6. Do you have any other suggestions for how the game could be improved?