

Playtest 1

Name: Justin Ho

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Game Link: <https://originalpanda.itch.io/breakout>

Notes:

- Seemed to understand the rules of both games
- Maybe we should not randomize the beginning
- Hard to predict the path of the ball
- Maybe slow down the ball/player(most likely the player)
- Make the variant objective clearer
- For the original, prevent player from moving in the beginning

Name: Ricky Fok

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[Game Link](#)

Notes:

- Confused on how to select. (Because Options men)
- Beginning was an ambush
- Menu to choose between original and modified
- AI needs to work
- Collision between enemy and player does not working