**Test No:** 02

**Build:** alpha 1.0.11

**Data:** 26/04/2021

**Tester Name:** Sean

**Observers Name:** David Conway

**Start Time:** 19.09

**End Time:** 19.20

**Endnotes:**

* But motion sick
* Found it a bit confusing as to what was going on
* Like tere was a left hand option

**Q/A:**

**1. how long did you think you were playing:** 10

**2. did you understand how the combat system worked:** yes, understood after about 4 rounds

**3. what was your favourite element of the game:** pre encounter exchange

**4. what was your least favourite element of the game:** the blocking system / movement system

**5. what did you think of the movement system:** felt motion sickness , lost track of movement direction

**6. did you encounter anything unexpected:** no

**7. did all your hits that you felt should hit actually land:** no

**8. did all the attacks you thought you had blocked actually get blocked:** yes

**9. is there anything you would add, remove or change:** replace movement system with a relative to an in-out system

**10. what if any game dose this game remind you of:** blades of Gura, iron lights, hell split arena

**Other comments:**

* More feedback
* Model glittery
* Did have fun
* Bad block feedback
* Good performance of quest

“had genuine fun, and as a final year project, it will stand out.”

**Observations**

Compared it to a lot of other vr fighting games.

was very interested in how the game worked

lost track of weapon activeness and movement in the heat of coalition

did not like how the movement worked

**Conclusion**

More movement customisations are needed to allow different styles of play.