Carry out testing for each of the following features of the game that have been listed below:

* How easy it to use?
* Are there any bugs with the feature?
* What can be improved about the feature?
* Which feature are engaging?

Features to be tested:

* Main menu
  + Mouse navigation
  + Each buttons functionality
* Player controls
  + Using the left and right arrow keys
  + Using the a and d key
* Game view
* Score display
  + Points from distance travelled
* Obstacles
  + Collisions with obstacles
  + Spawning of obstacles
* Messages
  + Level complete message
  + Game over message

What operating system did you run the game on?

How long did it take you start the game?

How many times did you have to play the game to understand the concept and the control?

Would you play this game frequently?

Did the game feel as though it was missing a crucial element?

How many times did you test the game?

Is the instruction clear?

How does the game compare to other game you play?