**Beta Playtesting Feedback:**

Please fill out the following questions in the boxes provided, about our game in as much honesty and detail as you wish to provide. Be as specific as you like.

What do you think of the overall theme and design of the game? Is it consistent?

|  |
| --- |
| Is consistent, like the theme, like the models (very cute) |

How accessible and appropriate is the UI in the game? Is it consistent?

|  |
| --- |
| Yes, make the text in the top right in the easy level white or have an outline |

How do you feel about the games controls?

|  |
| --- |
| Sometimes a delay, wants diagonal movement, Gates should open quicker |

Is the objective of the game obvious from the start?

|  |
| --- |
| Yes, because of the tutorial. Find a different way of indicating of where to take the animals to save them |

What do you think about the difficulty of the game? Is it too hard? Too easy?

|  |
| --- |
| Ok for easys, found it easy to avoid the farmer, maybe increase sight range but slow him down. Feels a little bit too dumb. |