Name: Tom Keene   
  
Age: 29   
  
Gender: Male   
  
Overall Thoughts of Gameplay;   
  
- Friction on the ice is too high, my character moves too quickly.  
- I landed on the spikes after running into the middle which meant I kept dying and respawning, this didn’t give me an opportunity to actually play the game.   
- I didn’t feel like I was being rewarded, I felt like I was being punished.  
- Overall I like the game idea, its original.  
  
  
What could be improved?   
  
- I feel like there needs to be an objective, why am I trying to fight with the opposite player?   
- By analysing the characters I can see they’re holding a beer can, when I’m playing as the characters they don’t seem to act drunk, maybe adding drunk animations might help?   
- The layout of the platform is too small, it seems easy to stay on one side.   
- the chickens damage the blocks too frequently, the chickens need to be spawned but not in an area where it deletes the whole floor.   
  
  
Did you feel any emotions whilst playing the game?  
  
- whilst battling with my opponent , I felt happy when I knocked my opponent into the spikes and had them respawn but there wasn’t a bar telling me how many lives I had or who the winner was.   
- I got frustrated when a block wouldn’t break and then id fall in my own hole, I feel that the blocks are too big.