Name: Isaac Farrants

Age: 17

Gender: Male

Overall Thoughts of Gameplay;   
  
when I played the game with Courtney I kept dying and I struggled with the controls, when I used w,a,s,d it was easy but when we swapped controls I struggled with the arrow keys. To break the block it was the CTRL key, it was hard to reach so I had to keep looking at the keyboard. Once I looked down Courtney had already knocked me off the edge multiple times.   
  
When I played the game with another player I noticed that we both got the opportunity to hit each other off the level and into the spikes, we had experimenting with the controls, there were a few times when we got stuck under the blocks and they wouldn’t break.

What could be improved?   
  
There needs to be an option where I could change what buttons I press as this was my main issue.

I feel like the break mechanic needs to be fixed

I need to know how to play the game when I enter the level that needs to be improved.

Did you feel any emotions whilst playing the game?  
  
When there are two players the game can be fun, we both run onto the platform trying to hit each other, we laughed and there were a lot of shouting. When i hit the other player off the platform I felt like I was the winner, especially when playing with Courtney as I beat her at her own game.