Anastasia Hunt Vs Quwaine

19 20

Female Male

What do you like about the game? And why?

Anastasia:

Anastasia liked the friction and enjoyed the game when she was not able to control the character as she found this funny to look at.

Quwaine:

Quwaine had the same answer as Charlie which was he really liked the Chicken asset and found it very comical because of the suicide vest attached to it

What could be improved?

Anastasia:

The map was destroyed very quickly and the game was unplayable once the map was destroyed. Anastasia said maybe if there was a cool down to use the shovel the play time of the game would become longer

Quwaine:

Quwaine did not like the attack feature as it dug underneath him at the same time, this ended up killing him and Amy at the same time. He thought it was stupid to have two different attacks on the same Key/Button.

How did the game make you feel?

Amy:

Amy said that at the start of the game she found the game enjoyable and fun, but once the map was partially destroyed she found it annoying to try and navigate and ended up hitting the spikes repeatedly.

Quwaine:

Quwaine felt very frustrated whilst playing the game, because he was constantly dying throughout the entirety of the game. Tension mixed with fiero when he knocked Amy into the wholes which ended up killing her.