Name

Thomas McLaren

Age

19 Years old

(Inital Thoughts

His initial thought were;

* He liked how simple it was
* The concept of the game idea
* He thoight it could be very competitive and fun
* Easy to learn, hard to master

Struggles

He thought the inital jump was very large from the spawn and fell off a couple of times, however Tom then realised there was a double jump and found it easier.

He found that because of the dig mechanic which deletes the block under the player, he found this frustrating when falling in his own trap

Emotions

Found it funny when he fell off the map

Felt very competitive, and really wanted to push or dig under me to win

Felt fiero when pushing me off and staying on in some dangerous situations