Connor vs Alex

19 20

What did you like about the game?

Connor:

The sound of the chicken when you open the game made Connor laugh.

Connor liked the theme of it being Christmas, and thought the back ground was done very well.

Found the background music to be different and unique.

Alex:

Loved the beer bottle art asset.

Alex that when you press the dig button that, it knocks back the player.

“The art is very nice”

Alex also liked the art of the chicken.

Liked the sound effects of the grunting and jumping.

What could be improved?

Connor:

Having an animation to show that when a block is broken it was carried out by a player, maybe with an animation or a sign.

Found the movement very quick, and found it hard to control.

The main menu screen was very bland, adding art to make it fit in with the theme.

Noticed the background was half cut off.

Alex:

“When I lost a life, the bar shot up the screen and I was not able to see it”.

Also, the dig down button was not shown on the control screen and I was confused on how to dig down.

How did the game make you feel?

Connor:

Found it very similar to worms, when you can dig down with the fire extinguisher, this gave Connor the feeling of nostalgia and found it easier to immerse into the game.

Felt it frustrating when one player got stuck on the other and was not able to move that well. This resulted in Connor, losing a life.

Alex:

After playing one of the earlier prototypes, Alex said the game was much more fun.

Both were confused to what flew across the screen, as they did not get a good look at the flying Santa.