Charlie KingLake VS Thomas Symmonds

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Male Male

Because we still do not have a control screen on the prototype, i told them the controls.

What did you like about the game? And why?

Charlie:

I really like the art assets and the chickens falling out of the sky. Charlie found it very humorous when the came from the sky hitting the player or the block.

Thomas:

Liked the game theme, very unique. Tom also said he liked the whole drunk people theme as he works behind a bar and finds it funny when seeing people struggle with movement.

What could be improved:

Charlie:

Did not like the fact that the game did not end, wants to see the heart mechanic in the game.

Thomas:

Thomas wants the jump mechanic improved, the double jump is very effective but whilst the player is moving the double jump is impossible to do. Thomas also thinks it easier to kill yourself rather than kill the opponent.

How did the game make you feel:

Charlie:

Made him laugh when he kept dying. Reminded him off Ice Age so he felt nostalgia.

Thomas:

Laughter, fun, humourous, felt frustrated near to the end of the play, as loads of blocks were missing and he kept dying trying to reach Charlie.