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| **Questions** | **Rating out of 5** | **Comments** |
| How did you find the game? | 2 | It was somewhat entertaining as a game to pick up and play as it is, but has very little substance in the case of using it as a playthrough piece |
| How was the difficulty of the game? | 2 | The mechanics were very easy to understand, including the controls. Though, someone not as experienced or naturally inclined to using movement sticks could benefit from some instructions to follow. |
| Was the game understandable? | 1 | At the beginning, the point of the game isn’t entirely obvious, but becomes clear once you kill an enemy. The movement was hard to read due to the background/floor having no texture to be seen. |
| Are there any features you would add? | **N/A** | If I were able to, a texture pack that makes the movement visually happen would be very useful. Another thing is the actual game content itself – more levels and/or difficulty could stop the player from getting bored over time. |
| Are there any features you would remove? | **N/A** | Replacing the bullet textures with graphics based directionally would help to smooth the game out and maybe even hand a bit of life to its atmosphere |
| How likely would you be to recommend the game? | 1 | It seems unfinished and unpolished without a clear inspiration – the only thing I’d recommend is working on it just a bit longer into some more content packed product. |

User Testing