User Testing

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| **Questions** | **Rating out of 5** | **Comments** |
| How did you find the game? | 4 | Was really fun to play.  Widen Screen (zoom camera out) so I have time to see bad guys coming.  Bullets sometimes fly slow. |
| How was the difficulty of the game? | 2 | I found it very easy. At one point though the baddies kill you at the same time you shoot them. |
| Was the game understandable? | 5 | I recognised the sticks from my friend playing Roblox and once seeing one moved me, I knew the other was for shooting. It was easy to understand what to do when I first seen the baddie come towards me. |
| Are there any features you would add? | **N/A** | I wish the player would turn (Animation for aiming).  I would add little rooms so you could hide from the baddies and if they caught you, you would shoot them.  I wish the bullets came out of the gun rather than the girl.  A bigger level area with bosses and stuff.  Lives.  Controllable zoom like on barbie (double finger action typical of zoom control in mobile games) |
| Are there any features you would remove? | **N/A** | I would remove the starting gun because it would be cool if you could earn guns or collect them.  Every time you beat a level or boss you get a new gun. |
| How likely would you be to recommend the game? | 3 | It is really easy to pick up how to play BUT you could add more things at the start (menu and story/cutscenes) and the game could have more stuff (content). |