### Play and user experience test Android Assembly

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| Name: | Android Assembly | |
| Tested by: | Gerry | |
| Analysis | | |
|  | What do you like about it? | What would you change? |
| Theme & Narrative | The idea aligns really well with the metropolis theme |  |
| Objectives/Goals |  | Adding a losing state would make the objective feel more meaningful |
| Rules/Mechanics | I like the idea of the magnet and fan complementing eachother |  |
| Player Interaction |  |  |
| Graphics & Sound | Really cool design for the bot |  |
| Fitting the Target Audience | The digital part is good for a young audience |  |
| General Questions | | |
| Do you find the chain reaction / incredible machine difficult or easy to play? |  | |
| Would you say the chain reaction / incredible machine is fun to play? |  | |
| Is the game replayable?  (How easy is it set up again?) | No replayability, but I don’t think that’s a problem | |
| What did you like about? |  | |
| Do you have any other comments or remarks? | | |