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**Playtest Assignment 2nd Session : #2**

Play testers will be asked to test the game three different times in three different ways. At each iteration, the play tester is asked to approach the test in a different manner and write down their respective thoughts on the manner. The different approaches we would like to ask of you is the following:

1. Play blindly (jump into the game without reading instructions/help menu).
   1. First impressions? How long did it take you to pick which controls were necessary?

-Very quick. in seconds

* 1. Do you think it would be easy to play this game without implementing a dedicated tutorial?

-maybe depending on if they have played video games before

1. Play with reading the instructions beforehand.
   1. Is the help menu enough for players to know what they need to do to play the game?

-learn the objective of the game first then you aren’t having to find out what you can and can shoot

* 1. If it is not enough, what are some suggestions do you have to make player transitions smoother?

-what the objectives are and what are the basic rules(what you can shoot, what you have to dodge and etc.)

1. Try to break the game (look for potential bugs in each level/scene)
   1. Were there any bugs easily spotted? If none were found, put none.
      * There was a weird triangle at the front end of the screen/ shooting backwards at a period of time (timestamp 6:14)

Thank you for playtesting the game! Now we would like to ask you to be a critic. A harsh one if you’re able to be harsh. What suggestion do you have (if any) to make the game even better? What gameplay mechanic do you think we can implement to make the game more enjoyable? Every input is appreciated.

* + - Maybe a box for armor
    - Bounce: when you ball hits the other ball, you speed up the other ball (he might die faster)
    - Inverter control box that has the same color as the green box, but with a small dot in the middle
    - Trap box: for example, a blue box, once you eat it, you get to set a trap for the other ball (you can move to the front and set a trap for your opponent)