# Application Testing

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| **#** | **Tester** | **Type** | **Description** |
| 1 | Amin Keyhanee | N/A | There were no errors, however, if the movement keys would respond a little faster, the experience would be more enjoyable… :D |
| 2 | Matthew Burnett | N/A | No errors found. |
| 3 | Peter Silalahi | N/A | No errors found. |
| 4 | Leon Geldenhuys | N/A | No errors found. |
| 5 | Daniel Macpherson | N/A | No errors found. |

# Feedback/Suggestions

Since there were no bugs discovered feedback has been collected

**Amin Keyhanee**

* Difficulty levels, for example hard would create a wall around the edge of the game.
* Keys do not always respond immediately after pressed
* Move snake faster when the key in the same direction is pressed
* Reduce amount of segments the snake gains when food is consumed

**Matthew Burnett**

* Improve the key response time
* More contrasting colour for the food. Perhaps changing the menu theme to yellow and the food to green.
* Different levels of difficulty, for example snake speed changes over time
* High score system

**Peter Silalahi**

* 2 Player snake
* Options such as changing the snake and food colour
* High Score system

**Leon Geldenhuys**

* High Score system
* Keys not always responding

**Daniel Macpherson**

* Different levels of difficulty