

Player Feedback

We would love to hear your thoughts or feedback on how we can improve your experience!

The respondent's email (**14052@ait.nsw.edu.au**) was recorded on submission of this form.

Name *

Wheel of Attendance

What was your favourite aspect of the game? *

Decimating my opponent with the shotgun

How would you rate the map layout? *

1 2 3 4 5 6 7 8 9 10

To cramped and small



It was a good size

What are some changes you would recommend? *

Nerf Shotgun, make map layout bigger, change staircase so it's not so cramped and decrease sniper reload speed (too long)

Were there any bugs and if so what were they? *

No bugs encountered

How much would you say you enjoyed the gameplay? *

1 2 3 4 5 6 7 8 9 10

Needs a lotta work

☐ ☐ ☐ ☐ ☐ ☒ ☐ ☐ ☐ ☐

I had fun playing it

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Player Feedback

We would love to hear your thoughts or feedback on how we can improve your experience!

The respondent's email (**8617@ait.nsw.edu.au**) was recorded on submission of this form.

Name *

Will

What was your favourite aspect of the game? *

Fast paced and easy to understand, nice choke point in the middle of the map with the incentive of the sniper was fun, shotguns feeling strong was also fun to mess around with

How would you rate the map layout? *

1 2 3 4 5 6 7 8 9 10

To cramped and small



It was a good size

What are some changes you would recommend? *

Make the stairs with a custom collision like a ramp (wont do that camera jump it usually does) increase the fire rate of the sniper rifle and add a reloading text so we know when the guns are reloading. Too many kills to end the game as well

Were there any bugs and if so what were they? *

Honestly don't remember seeing any bugs more just quality of life improvements with the weapon damage and fire rate

How much would you say you enjoyed the gameplay? *

1 2 3 4 5 6 7 8 9 10

Needs a lotta work

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