Interview 1

**How much did you enjoy your time with the game?**

I enjoyed it a lot, I’m a big fan of top down games and I felt like the game had a lot of potential. I felt like the game was mainly fun because of the couch co-op setting. I found that we were as much trying to fight each other in terms of points as we were fighting the enemies.

**How did you find the main menu? Was it easy to navigate?**

Yeah I found the main menu quite easy to navigate. It wasn’t the prettiest of menus but it was functional.

**How well did you think the game conveyed the controls?**

I felt like it was quite good, as the control scheme wasn’t that hard and was the same as most other twin stick shooters I have played. I felt like a walkthrough tutorial would have been better, but wasn’t completely necessary.

**How did you find the lack of an option menu?**

I didn’t really mind it, the settings for resolution at the start were enough. I felt that because the game was couch co-op and the audio came through speakers it wasn’t much of a problem as the volume could be turned down and the environment was noisy anyway.

**How easy was the game to pick up and play?**

I felt like the game could just be picked up and played quite easily. I think it would suit a party environment quite well. The levels were quite quick which is good but I think there should have been some more PvP.

Interview 2

**How much did you enjoy your time with the game?**

I thought it was ok, I’m not a big fan of games, but I felt like this one was alright because I was competing with people that I was sat next to, which made it quite competitive which I liked.

**How did you find the main menu? Was it easy to navigate?**

I thought it was easy to navigate. It didn’t have any unnecessary things on it and everything was labelled well.

**How well did you think the game conveyed the controls?**

I wasn’t a huge fan of the controls being on the loading screen, I didn’t have chance to read them properly. I feel like a level that lets you learn the controls would be much better because then I could learn by doing.

**How did you find the lack of an options Menu?**

I felt that it was slightly annoying as I didn’t like the music but I wanted to still hear the sound effects. It meant we either had to hear everything or nothing.

**How easy was the game to pick up and play?**

I felt like it was quite easy as I had three other people to help me if I forgot a control or could read the controls in time. If it was a single player game it would have been a lot harder.

Interview 3

**How much did you enjoy your time with the game?**

I thought it was ok. I don’t really like top down games so it would normally be a game I’d play. I felt like the couch co-op made it fun, but it still wasn’t my favourite.

**How did you find the main menu? Was it easy to navigate?**

I felt it was easy. It was a bit boring though so maybe some extra work was needed on it.

**How well did you think the game conveyed the controls?**

I didn’t think it explained them very well at all. I feel like it should have been a lot more interactive and just a small piece of UI on the loading screen was nowhere near enough. I don’t usually pay much attention during loading screens and so I actually missed it.

**How did you find the lack of an option menu?**

It really annoyed me. I didn’t like the music at all, but felt the game was missing something when the audio was turned off at the speakers. It would have been nice to be able to switch off the music and keep the sound effects.

**How easy was the game to pick up and play?**

I found it quite hard because I don’t play twin stick shooter kind of games and I missed the controls on the loading screen the first time so didn’t really know what to do until the second play through.

Interview 4

**How much did you enjoy your time with the game?**

Yeah I really enjoyed it. I like couch co-op games and found that we were trying to make each other lose while distracting people in real life while playing. I found the whole experience really fun.

**How did you find the main menu? Was it easy to navigate?**

Yeah it was ok. It was a bit ugly to look at but it was quite minimalistic so it didn’t really effect the game.

**How well did you think the game conveyed the controls?**

I felt like it was ok. It wasn’t the best, but it was all that was needed. Perhaps if there was more development time there could have been a tutorial level or something to involve the player a bit more.

**How did you find the lack of an option menu?**

I don’t really have an opinion. It wasn’t very pretty, but it did the job. I don’t know if it could be made to look a bit prettier or more fitting with the theme.

**How easy was the game to pick up and play?**

I thought it was ok. I found that I knew how to play almost from the start. There could have been a tutorial or something but all in all it wasn’t too bad.