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| **Person Interviewed: Dan Begg** | **Interviewer: Josh Begg** |
| **Purpose of Interview:**  Review the state of the game | |
| **Summary of Interview:**  **Asked questions about quality and useability of game** | |
| **Open Items:**  **Displayed game** | |
| **Detailed Notes:**  **1-How do the controls feel?**  **2-Is the art style consistent?**  **3-Is the art style clear?**  **4-How is the difficulty curve?**  **5-How cohesive are mechanics?**  **6-How is the length of the game?**  **7-How easy is it to learn the controls?**  **1 Quick and responsive**  **2 There is a big contrast with the forest and the robots**  **3 Robots were easy to find in the environment**  **4 very arcade style pickup and go**  **5 not too complex the leap attack needs some work**  **6 after a few waves the game out stays its welcome**  **7 very simple having the how to play section in the menu also helps** | |
| Interview Notes Approved by: | |