**P7 analysing feedback**

**Analysing the criticism and data given in the feedback**

After receiving each feedback, I looked through the data and analysed it to understand how users viewed the experience of interacting with the game and use it to improve my game.

**Daniel Edison:**

“Collision worked properly, the game was quite short and fun but no real reward for doing well.”

This was an issue for the game as a few people said the game was enjoyable in long sessions, Daniel was pleased about the movement of the game and the timeframe it potentially had. Having the game being boring in long sessions is something I will have to address in the future.

**Sam Dearing:**

“The game felt quite dull however getting a high time was satisfying”

Once again, the biggest improvement that this game needed was a better way to keep the player entertained for a long period of time rather than having a short session game only. Having the high timer being satisfying was a good sign, the scoring system is based of that and is quite simple so having positive feedback was helpful.

**Joe Williams:**

“Aside from the glitch, the game is quite fast paced however can get a little dull after a while.”

After helping be fix a bug within the game, Joe’s feedback was very helpful as he elaborated on user’s being bored after long sessions, after this point it became a big issue for the game. However, having the game fast paced suited the game and was helpful feedback.

**Jon West:**

“Causing the error deterred me from going back into the corner making the game quite difficult however aside from that it is quite easy to understand.”

Same as Joe, Jon was able to help find a bug within the game this affected his view of the game after finding it out therefore I will use this feedback as an anomaly, this is because the experience was based off a glitch that will not be in the game once it’s out.

**Ryan Edwards:**

**“**The timer glitch wasn’t that much of an issue however after a minute the game becomes too easy. For the first minute it is much better.”

With another bug being found by Ryan, he cemented the idea that the game will need more variety and a change in gameplay to allow the game to be still enjoyable in long sessions.