Feedback A:

The game runs smoothly and it works. The menu provides simple buttons to help the target audience be able to navigate around the menus with ease. The controls are simple in game, and there is a simple objective that is simple to complete and also enemies and a time limit that helps provide some challenge.

Feedback B:

The game has a minimal amount of menus which is good because it will allow the target audience to start the game much quicker. It has a help menu too so that if the player doesn’t know what to do they can just read it and it provides all the information that they need to know. The game has a few enemies and a timer top help make it challenging. The game also has an objective (to collect the items), and there are only a few so that it is