

After showing Jay Duck Choke, he commented that he liked the sound effects and the smooth movement of the player. However, he thought the transition between my two levels was too long. Additionally, he was unable to beat my second level, so he suggested that it is changed to be a little easier.

After receiving Jay's feedback, I made the game easier by reducing the number of ducks on the second level. I also shortened the transition between the two levels to be more bearable.

After showing my brother Duck Choke, he said that he liked how the first level was easy. However, he thought that the second level was way too hard and the player's movement speed was too slow. He also thought that the graphics could be better and that the text should be capitalized.

To address my brother's feedback, I did not tweak any of the game mechanics as the game was already too easy in my opinion. I tried to improve the graphics by changing the game's font; however, I felt Arial fit the game the best.