QA - Jon

How’s the feel of the game

So much better from last time, easier to understand whats happening, not convinced by enemies, text is difficult, too fast for the initial tool tip, too slow objective. Charging station text is hard.

Does the mood compliment how the game runs

-No, the buildinsg are too blocky and should be more distinct, charging points (create a world not a level)

Do you know what your meant to be doing

* Not sure what to aim for, don’t know what to progress for

Does the environment feel overwhelming in any sense?

* Not as much as a prior test

Does the character speed feel better suited to the environment?

* Yes, however the look speed is too slow

How is the UI in the game?

* White would be better than blue, ammo isn’t clear