**Player feedback document**

Player name: Claire

Player age: 22

**Players initial thoughts:**

*The first thoughts the player had about our game:*

The game has a very interesting concept and I like the design of the characters.

**Questions:**

*Upon loading into the level did you realise what your goal was?*

Yes

*Would you want more hints to be added into the game?*

Instructions on which keys to press would be good. Wasn’t sure what charges were at first but learned over time.

*Were you lost or did you feel confused / not sure what to do?*

At first I didn’t understand that each character could do different things. When I ran out of charges I was walking around for a while.

**Suggestions:**

*Any suggestions the player has for our game:*