**Q.A Playtesting sheet.**

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Age: 19

Date: 05/12/2016

See above.

What were your thoughts about the mechanics?

* Were they easy too understand?
* Were they hard too understand?
* Were the mechanics clear? Did you understand what was required ?
* What could be improved about the mechanics?

What were your thoughts about the gameplay?

* Was the game too easy?
* Was the game too hard?
* Was the objective clear? Did you understand what you had to do?
* What could be improved about the gameplay?

1. Game was not difficult, easy to understand mechanic, progressively more icons are introduced.
2. I see matching icons, I match icons. Quite simple.
3. It is currently very tedious, It was ok for the first 3-4 loops however after that you could consider adding additional mechanics or challenges to the game.
4. Also, you should keep the email popups open until I click to close them

Interested in how the story would continue,

Interest in mechanics reduced as it got more repetitive

How do you feel when playing the game?