# Playtesting feedback 23/03/17

## Playtester 1 - female, aged 21, gamer

* Boat rotates down to slow in explore
* Tapped the loot screen
* Felt good for defeating the boss
* Didn’t swap cannons
* Liked getting a sail reward
* **Killed each other – needs addressing**
* **Can't quit explore scene**

## Playtester 2 – male, aged 21, gamer

* Boss has too much health on first scene
* Some gaps are to small
* Make intro level easier
* **Hint if a shot is about to appear (powerup I think)**
* 7 shots to kill boss
* Cannon selecting unclear
* After learning level 2 was easy

## Playtester 3 and 4 – males aged 20 and 22, gamers

* Took time to learn controls
* Clicked where he wanted shot to go
* Completed level in 1st go
* **Vary boss distance – suggested**
* Angry bird cannon shot?
* UI clear
* Upgrades not obvious
* **Move Upgrades closer in panel**

## Playtester 5 – male, aged 34, not gamer

* Unsure on controls both scenes
* Unaware of health
* Not a gamer
* Loose intrest because too hard
* Thought the loot was wood and pillows haha
* Didn’t check chests
* His children would like it

## Playtester 6 – female, around 20's, gamer

* Worked out controls eventually
* Struggled to grasp cannon controls effectivley
* Liked the game

## Playtester 7 – male, around 20, gamer

* Didn’t know the explore controls
* Tried tilting phone
* Tapped cannon
* 'needs catchy colours'
* Didn’t like controls
* Got good at swiping cannon