# Playtesting feedback 23/03/17

## Play tester 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**

## Play tester 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

## Play tester 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**

## Play tester 5 – male, aged 34, not gamer

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

## Play tester 6 – female, around 20's, gamer

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

## Play tester 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

## Play tester 8– male, 22, gamer

* Struggled to understand controls
* Didn’t realise about upgrades

## Play tester 9 – male, 23, gamer

* Took some time to learn controls
* Found it really hard to hit the boss
* Figured out to upgrade and change cosmetics
* Didn’t realise how to view different upgrades
* Liked the idea of comedy textures
* Buttons didn’t always work

## Play tester 10 – male, 21, gamer

* Easily navigated menus
* Struggled with controls
* Found shooting easy
* Cosmetics need implementing
* Chests produce too many repeats

## Play tester 11 – male, 22, gamer

* Hard to learn explore scene
* Controls need to be explained
* Received the same chest reward 3 times out of 4
* Upgrade button unresponsive sometimes
* Cosmetics need to be imported
* No idea that there was more upgrades
* Health should carry over

## Play tester 12 – male, 21, gamer

* Figured out controls pretty quickly
* Figured out upgrades
* Particle lag is annoying
* Check hit boxes
* Visual representation of cannons moving
* Transparentish cannon path
* Repetition levels

## Play tester 11 – male, 22, gamer

* Hard to master controls
* Found difficult to navigate