**Playtesting Questions – Group 16:**

Name: Alison  
Age: 49  
Gender: Female

Gameplay questions

**Was your objective immediately clear? Did you understand what you had to do?**

No

**Which level layout did you prefer? (Square/Octagon) and why?**

Square

**What would you change about either level?**

Nothing

**What did you like?**

Not being technically minded, it was very simple and easy to follow

**What didn’t you like?**

Balls sometimes not firing

UI Questions

**Which ball selection/layout did you prefer?**

Balls at the bottom of the screen

**Which art style / theme did you prefer?**

Pink and green

**Should we offer the levels in all themes, or stick to one theme?**

Stick to one

Bugs

**Any bugs can be listed below:**

Score showing for wrong player – other player had knocked me out twice but my score was showing as 2