**Playtesting Questions – Group 16:**

Name: Craig  
Age: 29   
Gender: Male

Gameplay questions

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

Not from immediately looking but I was able to figure it out when playing

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

Octagon – More opportunities to bounce balls off walls in different ways

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

**What did you like?**

Easy to play

**What didn’t you like?**

Levels are quite empty

UI Questions

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

Balls at the bottom

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

Metal/Industrial

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

Stick to one

Bugs

**Any bugs can be listed below:**