**Playtesting Questions – Group 16:**

Name: Jordan   
Age:22  
Gender:Male

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?**

No preference

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

More interesting layouts

**What did you like?**

**What didn’t you like?**

What the different balls do is not clear

UI Questions

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

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

Red and blue

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

All themes

Bugs

**Any bugs can be listed below:**

Not very responsive (but could be tablet)