**Playtesting Questions – Group 16:**

Name: Tony  
Age: 50  
Gender: Male

Gameplay questions

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

Figured it out through playing

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

Octagon as more edges to bounce against but more different shaped levels would be good

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

Players could get themselves stuck in a corner making it hard to knock them out.

**What did you like?**

Fast paced

**What didn’t you like?**

Levels need more obstacles to make them more interesting

UI Questions

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

Line of balls at the bottom of each end of the screen

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

Metal level

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

Stick to one

Bugs

**Any bugs can be listed below:**

Scores being counted at wrong ends of screen