**Group 16 – Playtesting questionnaire**

Age: 50  
Gender: Male

**Gameplay questions**

Was the objective clear?

No

Do you feel that the different terrains had an effect on gameplay?

Yes

Did you have a favourite terrain?

Icy

Do you think four ball types is too many?

Yes – it would help if there was an explanation of what each ball does as is unclear

If so, which ball(s) would you remove?

Slow ball

Did you feel that any of the balls were over-powered?

No

If so, do you feel that implementing a cooldown would be an appropriate fix for this?

Do you think balls should stay in the arena once they have been fired?

Yes

Do you feel that currently there can be too many balls on screen?

No

Any additional comments – what would you add/change?

**Bugs**

Any bugs can be listed below: