**Group 16 – Playtesting questionnaire**

Age: 22  
Gender: Female

**Gameplay questions**

Was the objective clear?

Yes

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

Yes

Did you have a favourite terrain?

Ice

Do you think four ball types is too many?

Yes – difficult to figure out what they all do when in the middle of playing

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

The slow ball as it wasn’t used often

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

Metal

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

Yes

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?

Not sure

Any additional comments – what would you add/change?

**Bugs**

Any bugs can be listed below: