**FINDINGS**

Objective

Overall 66% of the play testers managed to work out after a few seconds of play and 34% had to ask what the goal of the game was and how it was played.

Level Layout

66% of the play testers said that they preferred the square level as it was easier and the players didn’t get stuck in the corners as often as the octagon level however this could be fixed by possibly adding some objects to corners that push the players away enough so they can be moved when shot.

34% preferred the octagon level, they had said that the physics on the players and projectiles were much more fun to play with.

Most players said that the levels would have been much better with obstacles so this could change the number of player who like each level, this would need further play testing once obstacles have been implemented.

Some players said that we should add more balls to the game however I feel with the limited space (being on a tablet) we would struggle to fit any more balls onto each side of the GUI without making them smaller but that could also make it more difficult to tap each ball when in a fast-paced game.

Likes and Dislikes

The majority of the players said that they like the variety of the projectiles in the game and the physics accompanying them.

Knowing that nearly all of the players enjoyed the physics of the projectiles the most I think it would be appropriate to design and implement some more obstacles similar to the fan that I designed before as assets like these will offer more opportunities for unpredictable physics but they can also be mastered after a while of playing.

Players tended to dislike the red ball as it was nearly useless on the levels without obstacles.

I feel that if the red ball could be launched and then shot with another ball instead of despawning, it could be used to hit players that are in hard to hit positions and it could also be used to block yourself if you are close to being knocked out.

Another dislike was that it was hard to control where the projectiles were being launched when using your finger instead of a stylus. This could be a possibly easy fix by making the touch box of the players bigger.

Art Style

When testing, 75% of the players preferred the neon theme and 25% liked the red and blue gradient theme however 60% of the players liked that we had a choice between different art styles and said that we should keep it in the game.

Bugs

* Whilst playing on the red and blue gradient level, when the yellow ball is pushed out of the level, they can no longer fire any projectiles.
* When selecting the green projectile, you had to tap it a few times before it would switch projectile.
* The red projectile at times would spawn in the normal spot but would fire backwards, which if you are in the starting position, knocks you out of the area and you lose a point.
* The touch input wasn’t always responsive and would take a few tries(could be due to touch box size).
* Scores are shown on opposite sides of the board so each player is viewing the other players scores.
* GUI selecting didn’t work in the menu(played on tablet from uni).