Martyn – White timer as you aren’t playing over the it.

Bailey – White timer as it is a clearer visualization of difference between the UI and where you play the game.

Amy – White timer, it stands out more and is easily visible

Tom T – Time in the floor, simply because for the other timers you have to look away from the main play area which if you’re playing a fast paces adversarial game you probably don’t want to.

Tom S – White timer as it stands out more to the player

Cian – White timer. It isn’t covering any of the gameplay and the white stands out well over the blue background.

Joe – I prefer the bottom left blue timer as t is the least intrusive of the three and keeps the gameplay space bigger than the white timer. It’s also more legible for both players than the middle timer.

Beth – The white one. A timer over the game would be too distracting.

Jason – White timer. I like how your options are on the outside and it is clear where you are playing.

James – Middle timer, the other ones look a bit too cluttered.

Steffen – Middle timer. Doesn’t obstruct anything as you are playing over it and as the timer is a big part of the game, you should be able to see it.