**Playtesting Questions – Group 16:**

Name: Oliver  
Age: 20  
Gender: male

Gameplay questions

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

Yes

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

Octagon because it allows for more trick shots

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

Add some obstacles to bounce shots off of

**What did you like?**

The UI of the menu was very clean

**What didn’t you like?**

Some of the levels felt bland

UI Questions

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

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

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

Bugs

**Any bugs can be listed below:**

When one player tries to shoot a ball, sometimes it gets stuck until the other player has touched their entity

When you shoot a ball at a wall, if you are too close, the ball is spawned on the other side of the wall