**Group 16 – Playtesting questionnaire**

Age: Oliver  
Gender: M

**Gameplay questions**

Was the objective clear?

Yes

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

Yes, however it wasn’t readily apparent as to which terrain was in play at the time. After about a minute it became more obvious what each terrain did

Did you have a favourite terrain?

The bouncy terrain, however it felt like it was too bouncy and the balls became too fast once they bounced

Do you think four ball types is too many?

No, 4 types seems about right

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

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

No, the terrains made different balls more powerful than the others based on which terrain was active

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

Implementing a cooldown sounds like a good idea to force people to swap between the balls

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

A few in the arena allows for some interesting gameplay, with making the balls bounce off of each other

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

Yes, as it stands I feel like there are too many on the screen at once and the previously mentioned gameplay becomes moot

Any additional comments – what would you add/change?

Some of the levels seem very bland, some more angles to bounce the balls off of would help in making the levels more interesting

**Bugs**

Any bugs can be listed below:

On the bouncy level, the balls sped up too quickly and phased through colliders and ignored the player when they were hit