**Group 16 – Playtesting questionnaire**

Age: 22  
Gender: Male

**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?

No

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

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

No

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

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

Yes as the player can use the other players balls to their advantage sometimes

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

no

Any additional comments – what would you add/change?

Sound effects

Terrain should be random

**Bugs**

Any bugs can be listed below:

Sometimes the touchscreen controls did not work