**Group 16 – Playtesting questionnaire**

Age: 22  
Gender: Male

**Gameplay questions**

Was the objective clear?

Already knew the objective going in

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

Yes, although it took some practice to notice which balls were more effective on which terrain, although I think the terrain changed too quickly.

Did you have a favourite terrain?

They changed too quickly for me to be able to tell.

Do you think four ball types is too many?

No, but they need to be more obvious which one does what

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

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

No, the terrain types make it more effective to use different balls on different terrain, stopping any one from being overpowered

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, but only for a short time

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

Yes, but only if they are spammed

Any additional comments – what would you add/change?

**Bugs**

Any bugs can be listed below: