**Playtesting Questions – Group 16:**

Name: Ryan  
Age:22  
Gender: Apache attack helicopter

Gameplay questions

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

Not immediately clear but very quick to figure out

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

Octagon because you could bounce off the walls

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

Faster silver ball

**What did you like?**

The game overall

**What didn’t you like?**

losing

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:**