**Playtesting Questions – Group 16:**

Name: Elliot  
Age: 20  
Gender: male

Gameplay questions

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

Yeeeah but that’s because I’ve overheard the rules.

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

Octagon because bouncing the ball off walls is pretty cool

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

Add moving obstacles, make it so the hole you know the enemy player in to is at an angle so you have to hit the enemy at an angle to beat them.

**What did you like?**

Variety of ball types, level design

**What didn’t you like?**

Lack of round timer, UI was ugly, Silver ball was the best by far, no reason to use others. I also think you should be able to fire multiple balls, just with a cooldown before firing the next.

UI Questions

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

Silver ball

**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:**

Sometimes I swiped and a ball didn’t come out.