**Playtesting Questions – Group 16:**

Name: John Dorman  
Age: 22  
Gender: Male

Gameplay questions

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

No, the goal is a bit ambiguous. I personally I didn’t find out how to score easily.

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

Octagon, provides more interesting bounces

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

Square level could add a few bouncy obstacles in the middle that could change up the gameplay

**What did you like?**

I like that the mechanics and what I had to do was fair straight forward.

**What didn’t you like?**

Ambiguity of scoring.

UI Questions

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

n/a

**Which art style / theme did you prefer?**

I like all of them other than the hockey-ish theme.

**Should we offer the levels in all themes, or stick to one theme?**

Not sure.

Bugs

**Any bugs can be listed below:**

Couldn’t shoot the ball