**Playtesting Questions – Group 16:**

Name:  
Age:  
Gender:

Gameplay questions

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

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

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

**What did you like?**

**What didn’t you like?**

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:**