Playtesting From Male 20

1. What was your first impression, good or bad, of the game?

I think it makes a fun competitive game. The controls feel very slidey which is something I would test to see if it works with or without the slidey controls.

1. Were any rules or controls confusing during your play experience? (Please put a cross, X, in the corresponding box).

☺

Yes No

If yes, please clarify which rules or controls were confusing

n/a

1. What did you like about the game?

Simple and easy mechanic – can understand what to do and how to win instantly

1. What would you change about the game?

I would move powerups closer to the middle of the map and have some in easier to reach places as currently it is far too risky to get powerups because theyre so close to the edge

1. How did your character’s movement speed feel? (Please put a cross, X, in the corresponding box).

X

Too Slow Just Right Too Fast

1. Do you remember what the following power up does? (Please put a cross, X, in the corresponding box).

X

Speed Boost Increase Mass Force Push

1. Did any power ups function differently to how you expected them too? In what way? (Example, the power up design indicated a different use).

Not sure what some of the powerups did

1. Is there anything you think should be added to the game?

More levels

1. Is there anything you think should be removed from the game?

no

1. Are there any other comments you’d like to add?

no