Playtesting Results

Playtesting completed using the initial version of the prototype. Two players were tested at a time to replicate our intended game environment . Players were told the buttons they had to use prior to playing **(since two player games on one keyboard tend to have quite unusual input key maps)**.

**Players 1 and 2:**

First play resulted in winner throwing clenched hands into the air. Losers let out a tut, followed by a sigh and congratulatory smile.

Second play

**Players 3 and 4:**

**Players 5 and 6:**