**Designer Observations**

**Use this document to write observations of how the player interacts with the game, body language and facial expressions.**

**This playtest was undertaken by all group members.**

**How long did they play for?**

10 mins

**Is the player bored?**

no

**Is the player confused? When? Do they ever seem engaged with the game?**

Confused about the objective, and how to tell if they had scored/won.

**Is one player consistently winning by a wide margin?**

Yes, the player.

This playtester was a graduate from the university (Brad Smith). He offered some advice/feedback from his playtest:

* Add faces to the player characters, make them “cute” to promote empathy.
* Camera shake when the player scores.
* A score bar, the foreground changing to indicate score is too subtle.
* Make the ball a little robot itself to add more narrative and curiosity to the experience.

**Bibliography**

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