Playtesting Form

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

The aiming arc isn’t calibrated, so makes some shots difficult to judge

1. Were any controls confusing during your play experience? (pull and release, aiming).

X

Yes No

If yes, please clarify which controls were confusing

I was never told by the game what I had to do. I assumed I had to pull back after mentally comparing it to similar games.

1. What did you like about the game?

The idea is really good and simple. The flowers I can use stand out so I know what to hit.

1. What would you change about the game?

The aiming arc really needs to be more accurate.

I was unsure about which sides my flower would pass through and be stopped by. On the top my flower can go through but rebounds off of the right hand side.

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

A tutorial and a leader board

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

I don’t think there needs to be that many levels, I had to go through two menus just to play the game

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

The medium levels are too similar to the easy ones and the first medium level is by far the easiest level I played. This level was also immediately won by the first player as they knocked everything off in one hit. The third level in both easy and medium is exactly the same and is by far the hardest level I played.