Name: Tom

Age: 25

Gender: M

Gameplay:-

**Did you like the way the ship moves (the way it starts and stops moving), if not, why not?** I enjoy the way you control the control the ship however it takes a while to gather speed to dodge anasteroid.

**Did you like the speed of the rockets?** The speed of the rockets is fine

**What are your opinion(s) on the way the rockets explode and affect the asteroids?** Currently the asteroids do not explode.

**Was the goal of the game readily evident when you started playing?** To defeat the other player somehow is evident, but how I am not sure at the start.

UI/ Art:-

**Do you like the art style? If not, what would you change?** The blackhole like DSO seems to be overly saturated but has no effect on the gameplay. It appears to look like it would do something with the gameplay but doesn’t do anything. I’d advise having the black hole object appear randomly for a short period and have it major start to suck in the asteroid and players before vanishing off of the game scene.

**Do all elements of the user interface clearly tell you the information you wish to see?** Yeah they do other than instructions, it’s clear that when you fire, the circle above your ship represent how long until your weapon has reloaded

**If there is any missing information, what is it?** How to play, but I didn’t expect that at this stage!

**Please give a short explanation of any bugs you have encountered**

Bugs:-

* Allowing both rockets to reload, tap Q + E simultaneously and one of the rocket sprites remain on the game space with no motion for eternity
* Driving around with the W key and then holding down the backwards key (s) causes the players ship to double in speed. (pretty cool but probably not a feature)
* The characters can move off of the game space and get lost!
* The asteroids also move off of the game space which make the game easier over time (less obstacles, consider having them bounce off of the edges to make the experience more challenging for the player. Or maybe not bounce but loop back around (see the game asteroids for inspiration)
* Starting the game a player can be placed on top of an asteroid which causes the game to be broken from the start.
* The character’s hitbox seems to be larger than the design of the character itself which causes false ‘positive hits’ when near misses occur, attempt to customise the hitbox to the sprite I think should solve that problem.
* Have the asteroids move slightly, or give them a trajectory of their own, this would create a more dynamic game as the asteroid field seems dead currently.
* Maybe consider giving the player 3-5 second shield after spawning in to give them protection from the hazards as they learn what to do.
* Have a quick popup at start of game to say ‘destroy the enemy ship’ in the middle of the screen as a simple guide to what to do for the players who do not know or necessarily play PC games (rob). Could also do the same for the control buttons as the game loads in above each ship for clarity.
* Reversing is MUCH faster than going forwards. (it’s not like that in my car :P)
* Sometimes launching the game when shooting an asteroid does not explode, but does get pushed
* The rocket projectile does not damage the enemy ship alone. I assume it probably could so maybe think about that, or leave it as it can’t, up to you guys.
* There is a subconscious feeling of duplication of the asteroids, maybe create a few more to break this illusion
* For further polish, maybe animate the planet’s rings slightly to give the background a sense of depth so it’s not just a static image. (only an observation).

It would be cool to have a shield to protect the player from incoming projectiles/asteroids but this may over complicate the game as such.

Really cool concept so far, really like it!