Name: Charlie

Age: 22

Gender: Male

Gameplay:-

**Did you like the way the ship moves (the way it starts and stops moving), if not, why not?**

I like the way the ships move and how they turn however when asteroids are blown apart the fragments move, because the gradual start to the movement means you can’t move out of the asteroids path in time.

**Did you like the speed of the rockets?**

Yes, the rocket speed was fine, you could build up speed quick enough to move out of the path if you aren’t too close.

**What are your opinion(s) on the way the rockets explode and affect the asteroids?**

I feel it may be better if when a rocket hits an asteroid, it launches fragments in multiple directions rather than just one direction. As you only have two shots and can’t build up movement quickly it is too difficult to either avoid the fragments or destroy them when 4+ fly towards you.

**Was the goal of the game readily evident when you started playing?**

The goal of the game was evident by looking at it, you have to run the enemies health down by either shooting them or forcing asteroids into them.

UI/ Art:-

**Do you like the art style? If not, what would you change?**

I like the overall art style of the game. The black hole is far too saturated in comparison with all the other artwork. The ships are nearly the same colour as the asteroids which makes it quite difficult to tell them apart at times when there are lots of little fragments moving around.

**Do all elements of the user interface clearly tell you the information you wish to see?**

At first look I wasn’t too sure what the rocket counters were but it became apparent after a few seconds of playing.

**If there is any missing information, what is it?**

It could be unfair to one of the players to have a slow(blackhole) only on one side of the map.

Bugs:-

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

When loading the game, the left ship spawned on top of an asteroid a few times and couldn’t move off of it.