Name: Max

Age: 19

Gender: M

Gameplay:-

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

Generally the ship moves quite nicely but the maximum speed is perhaps a bit high considering how easy it is to just hit stationary asteroids

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

The rockets go at a pretty good speed, perhaps a tiny bit faster might work too but it works well as it is now

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

The splitting weapon is effective although its use seems to be more limited than the force weapon. Considering the size of the big asteroids it’s far more effective to just launch big asteroids at the opponent as it’s easier to hit the big asteroids and easier for the big asteroids to hit the enemy.

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

I spent some time trying to avoid and manoeuvre around the asteroids to try and get to the opponent to try and kill them, but after I accidentally shot an asteroid and saw the enemy lost health to that instead of the bullets, I figured it out ,from the very start though, no.

UI/ Art:-

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

I like the art style; it fits the game well and wouldn’t change it.

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

The life system is clear but the abilities and whether they are ready to be used or not are too small to really see. I had to pay very close attention in my 4th or 5th time playing to realise there was even an on screen indicator of the abilities being on cooldown or not. It’s somewhat easier to see the abilities and their state of cooldown when you’re stationary but when you’re moving around it’s practically impossible to see the state of cooldown. Everything else like the coloured bullets is nice and clear though. The black hole being blue might need to be changed though as one of the player’s shots is blue so that might get a little confusing.

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

Bugs:-

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

One or both of the players spawning inside an asteroid

**Any changes?**

Make the ships a bit bigger and the asteroids a bit smaller

Make the black hole a colour that isn’t blue (or red)

Make the ability icons (and cooldown status) bigger - making the ships bigger would allow you to scale up the health and ability icons which would solve two problems at once.