Name: Quwaine

Age: 20

Gender: Male

Gameplay:-

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

Mostly, the slowing down could be a little more prompt

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

Yes

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

That it is done in a good way, as it allows for more asteroids to be on the field or to simply push a big asteroid to then opponent

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

Yes

UI/ Art:-

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

It’s simple yet clear and is done very well

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

Aside from when the rockets are on cooldown everything is clear

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

N/A

Bugs:-

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

If you lodge yourself into the opposing player you can steer them, and launching yourself into asteroids will make you lose health no matter how slow you are going