Name: Ross

Age: 19

Gender: Male

Gameplay:-

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

It was a bit slow but wasn’t a problem

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

Yes they were fine

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

It was good and it worked well to show the different functions of rockets

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

Not at first I immediately thought I had to shoot the other player

UI/ Art:-

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

Yes it looked good and worked but there could be more use of iconography and colour palettes that relate to the in game theme (for example Tron style as it is of a space/future theme)

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

I understood the health but only after I lost health and I didn’t understand the icons.

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

The objective, I would like to be told it as soon as the game has started

Bugs:-

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

All of the asteroids exiting the screen and casing the game to end on stalemate