Name: Courtney Pearson

Age: 19

Gender: Female

Gameplay:-

**Did you like the way the ship moves (the way it starts and stops moving), if not, why not?**whilst pressing the A button I expected to turn left but Instead I rotated, it took me a while to grasp the controls as the Q and E were too close to the main buttons.

**Did you like the speed of the rockets?**If the rockets were faster I felt like I would enjoy the game more, to give me the opportunity to avoid the rocks instead of constantly flying into them.

**What are your opinion(s) on the way the rockets explode and affect the asteroids?**I was impressed that you could destroy the asteroids. The vortex was quite annoying as once you’re inside it, it is then hard to get out.

**Was the goal of the game readily evident when you started playing?**when I first started the game I did not know what my goal was. I knew that I had to destroy the other ship but if there were any other goals, they were unknown to me.

UI/ Art:-

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

The art style suited the theme perfectly

**Do all elements of the user interface clearly tell you the information you wish to see?**The regenerating bullets need to be bigger as I didn’t know when I could shoot next.

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

Bugs:-

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