Name: Heather

Age: 25

Gender: Female

Gameplay:-

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

Yes, I liked the rotation with the left/right arrows, but it would have been nice if the ship accelerated to max speed more quickly.

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

Yes, and the cooldown between shots to avoid spamming. Though when the rockets collide with an asteroid a visual indication something has happened could be useful?

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

No explosion currently implemented, but it will be good visual feedback when implemented. (positive feedback loop). I liked the way the rockets affected the asteroids, but I didn’t manage to make impact often as I am a terrible gamer: P.

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

It was obviously adversarial multiplayer; however, it wasn’t immediately obvious that I needed to use the asteroids to damage my opponent/score points. The win condition wasn’t obvious to me either, but I understand that you haven’t implemented all your assets yet.

UI/ Art:-

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

Yes. Though I would perhaps change the background to ensure there is more contrast between the background and foreground objects, and the players eye is drawn to their ship first not the awesome planets in the background.

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

Yes and no. Yes, the information was clear once I had begun playing the game and made a concerted effort to look for the UI. But initially I didn’t even notice there was a UI.

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

Only the things I’ve mentioned above ☺

Bugs:-

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

I didn’t encounter any. Yay for programmer skills. :P