Name: Max

Age: 19

Gender: Male

Gameplay:-

**Did you like the way the ship moves (the way it starts and stops moving), if not, why not?**The ship feels like it drags a little bit too much. The acceleration is a bit slow and the slowing to a halt is also a bit slow.

**Did you like the speed of the rockets?**The rockets go at a good speed.

**What are your opinion(s) on the way the rockets explode and affect the asteroids?**The explosion particle effect looks good. The way the explosions affect the asteroids seems about right. However… (see bugs section). Both of the shots look exactly the same though, so it’s hard to distinguish which one you’ve shot until it hits an asteroid.

**Was the goal of the game readily evident when you started playing?**I have played the game in a previous iteration so I was aware of the goal. I still think the problem persists though, people will likely still shoot each other before figuring out they have to shoot the asteroids into the enemy.

UI/ Art:-

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

**Do all elements of the user interface clearly tell you the information you wish to see?**Health is pretty obvious, but the abilities are still too small on the screen to see if they’re on cooldown or not really. Also, there’s pictures of the player characters in the bottom corners which seem to be there for no reason – they convey no information the game doesn’t already give you and look no different (in size, colour or anything else) to distinguish them as UI objects. They look identical to the actual player character so they only serve to confuse.

**If there is any missing information, what is it?**Who player 1 is and who player 2 is, as well as controls for each character.

Bugs:-

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

The explosion particle effect only activates after a period of time rather than on impact with asteroids