Name: Max B (The awesome third year)

Age: 21

Gender: Male

Gameplay:-

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

Yeah, movement was a little slow at the start, but once you’ve gained momentum its fine, nice and responsive.

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

I felt like the pressure and fun would be better if they were faster, maybe by a third or so.

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

Asteroids breaking was good, it was challenging to avoid them all, but the missiles could use a small particle effect to show when they’ve hit.

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

The game is obviously adversarial, but there needs to be more indication of success or failure on damaging your opponent.

UI/ Art:-

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

Art style is fine, everything is easy to see and not confusing.

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

Pretty much.

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

Bugs:-

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

You can win even after you’ve lost.