Name: Brad

Age: 25

Gender: male

Gameplay:-

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

Yes I did, I liked the idea of the zero gravity scenery

I would add a kickback element to the player’s spaceships when they are moving slowly or at a stand still.

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

No, I think they need to be at least twice as fast since they are bullets/rockets

I would also change the bullet/rocket colours so the players can tell which bullet/rocket they shoot.

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

I like the explosion animations but I think they should be much larger so the game feels more epic.

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

No it wasn’t but I was told the instructions menu doesn’t work

UI/ Art:-

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

I did like the art style, especially the 2.5D environment background and asteroids.

I would like to see some varied space backgrounds so the players don’t get bored of the backgrounds.

I would also add a screen shake mechanic when the players shoot an asteroid.

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

Yes they were very clear

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

Not that I can see.

Bugs:-

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

When the player is destroyed the game doesn’t end.