Name: Jamie

Age: 22

Gender: A man, no more

Gameplay:-

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

It’s okay. Can be a little unresponsive sometimes.

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

Yes, seemed okay. Could be hard to tell one rocket from another though.

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

I couldn’t always tell the difference.

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

Sort of. I didn’t know that i couldn’t kill my opponent with my rockets at first. Also, sometimes asteroids killing my opponent (and me ) felt a little inconsistent.

UI/ Art:-

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

I do.

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

Yes but the rocket UI is a little hard to decipher. Could be useful to have the cooldown info nearer the ships. It is hard to keep looking down to the bottom of the screen constantly.

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

Perhaps it could be a good idea to give visual feedback on what asteroids are lethal to the player. Some asteroids would kill me and others not. Red pulse effect for lethal asteroids???

Bugs:-

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

The end of the game isn’t defined. Players continously explode and can still shoot once dead.