Name: Douglas

Age:20

Gender: Male

Gameplay:-

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

Feels somewhat sluggish starting off. Did not expect them to change direction when turning

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

Rockets feel decently fast when moving but again slow to start

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

Did not see any explosion effects on the rocket. The asteroids bursting is ok but it could do with some kind of dust effect or explosion, and it would be nice if the fragments were propelled away from where they were fired

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

It was clear that I was supposed to destroy the enemy ship, but not that I had to use the asteroids to do so, I expected them to be hazards.

UI/ Art:-

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

The ships look a little messy but the asteroids look fine. A higher detailed, cleaner sprite for the ship would be appreciated.

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

The UI is a little on the small side, it does give a good idea of the ships health but I have no idea what the other icons are

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

I had no idea that the two types of shot worked differently

Bugs:

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

My opponent flew off the screen at one point and disappeared. I spawned inside an asteroid at one point and I saw some very jittery Collison at one point when I hit an asteroid at high speed.