Name: Josh

Age: 21

Gender: M

Gameplay:-

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

I did like how the spaceships move because it gives a sence of realism

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

Yes I do for the same reasons as the spaceship movement

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

There are no explosion animation

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

It was clear you have to destroy the other player but not clear how

UI/ Art:-

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

I would change the art style of the spaceships to very well known enemies in films like star trek and wars.

I did like the art style of the asteroids and the black hole.

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

It didn’t at first but after firing and loosing heath it was clear what is what. Pehaps ahve an controls mennu and instructions.

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

Bugs:-

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

Have the asteroids move slowly or build up speed like the spaceships so the players have a better chance of dodging them

The black hole doesn’t affect the player at all.

Sometimes the plaer looses health when they are very close to the asteroid.