Name: Lewis

Age: 21

Gender: Male

Gameplay:-

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

The moving mechanic is great; the slow start then getting faster is a nice feature

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

Perfect speed for the size of the map, doesn’t take too long or too short

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

Cluster shot has a nice affect

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

No, I wanted to shoot the other player, not the asteroids

UI/ Art:-

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

Love the space theme and the art work is very high quality

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

I’d make the health and bullet recharge UI larger

Bugs:-

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

* You can fly of the screen and get lost
* Asteroids can also fly off screen
* When starting the level a player got stuck in an asteroid
* could shoot both types of rockets, when pressing both buttons together
* Black Hole Bug