Name: Ryan Lavelle

Age: 22

Gender: Male

Gameplay:-

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

The movement overall is pretty solid, However if you fly into the back of an enemy ship you can practically take control of the enemy

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

The initial start-up speed could be increased, but the top speed feels good, could add a boost mechanic?

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

The effect of the asteroids are an interesting gameplay mechanic, I like the idea not shooting the ships directly

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

There should be indicators of the alternative fire options (UI?)

UI/ Art:-

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

I think the art style is pretty decent, however the ships are stylized compared to the realistic looking background, and they should be more consistent

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

Not entirely the alternate fire options should be clearer

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

Minor UI stuff showing controls on screen perhaps

Bugs:-

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

Player can control the other by ramming into the back, game continues after player has died