Name: Sam

Age: 20

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 the way the spaceships move but it is quite hard to dodge the asteroids since they are moving at one speed whist the player’s spaceships have to build up speed.

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

Yes I did but it’ll be more appealing if they were rockets and not just rectangular grey boxes.

**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?**

No it wasn’t at first but after 5-10 seconds of playing it was clear

UI/ Art:-

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

I would change the art style of the spaceships because they are quite similar and I couldn’t tell whose ship was who’s for a period of time.

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

**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.