**Feedback**

**1st Testers**Fun to play  
Looks pretty - the fog, falling leaves and bubble transition effects in particular are very nice  
Simple controls, quick to learn  
Music was good but really loud  
Collectables are small and hard to see, especially blue ones in the sky at the top

**2nd Testers**Being able to hide in the ground seems a bit unfair  
The slow speed when changing direction feels bad, makes dodging very hard  
Points can be a bit hard to see  
Music fitting but too loud  
Robot voice is quite hard to understand  
Good sound effects  
Controls are simple  
Both players ‘ctrl’ to start would have been good to know in advance  
Collectables can be hard to see at times  
Looks very pretty, but a bit blurry (web build issue)  
“Predicting bullets and shielding was really satisfying”

**3rd Testers**The game looks really nice – “the moving trees in the background was a nice touch”  
“Took us a while to figure out what the robot voice was saying”  
Speed seems to be slower when changing direction which is unhelpful  
“We liked the music but we had to turn it down”  
Sound effects were great, “made it obvious when things happened”  
Hard to see score when small  
Felt responsive to play  
Point bubbles were a bit small  
  
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**Ideas from Feedback**1. Volume slider  
2. Make collectables larger, maybe less of them so as not to fill up the screen?  
3. Make the ground a solid object, especially since you can somewhat hide under the ground and UI in bottom corners.   
4. Use a thicker or clearer font  
5. Find another way to display player score

**General Improvements**1. Make the characters bigger in the first place, otherwise players’ fingers will just cover them up  
2. Try to make sure the orbs and characters are clear on the backgrounds.  
3. Make the menu options work as sliders rather than just buttons