**Playtesting Feedback**

Age – 20

Gender – girlie, ben’s girlie

Did you understand how to play?

Yes, but it would be nice to have instructions

Did you understand the objective/goal?

Yes

Was the length of game too long/short?

it was average

What was your favourite part of the game?

I liked it that you were able to choose a weakness, big combos, healing yourself, and bomb for reset

What was your least favourite part of the game?

I’d like if you could also press the tiles diagonally or more bombs so you could reset the board when you run out of combos, and when you press the tile it would make it more obvious that it’s been pressed.  
  
Is there any information that would have been useful to you before starting the game?

How many times bomb could be used for because I didn’t know you could only use it once and pretty much used it straight away and how you couldn’t press the tiles diagonally  
  
Art style feedback

Didn’t really like background, especially with the weird hand painting on top. Starting and ending screen has the nice idea to it but it could be drawn or coloured better like with the wizards and its shadows that have a bit of 3d feeling to it. If wizards also could have emotes would cool as well.   
  
General Feedback/Comments

In general I liked the game but hopefully the art could get a bit better. It has a nice spirit of comp. What an excellent idea of a game who coulda ever come up with this kinda thing wowsiez I’m quite satisfied how it turned out to be if you have time too and it’s not hard maybe you could do it instead of pressing the tiles you could swipe action bud