**Playtesting Feedback**

Age - 23

Gender - Female

Did you understand how to play?

Not first time. Took a restart to understand it.

Did you understand the objective/goal?

Yes it was straight forward

Was the length of game too long/short?

It felt too long, I ran out of combos eventually.

What was your favourite part of the game?

Being able to choose your own weakness felt like I could customise my own character to some extent.

What was your least favourite part of the game?

The backgrounds didn’t fit well with the other art in the game.

Is there any information that would have been useful to you before starting the game?

Information about how the combos work and what the power-ups actually do.

Art style feedback

Tiles were not dark enough or have any sort of effect to easily see when they are pressed as I have bad eyesight.

General Feedback/Comments  
Could have used a return or restart button after passing the weakness screens as I messed up straight away and had to completely close the game and re-open it.