Playtesting Feedback

Age - 20

Gender – Female

Did you understand how to play?

Yes

Did you understand the objective/goal?

Yes

Was the length of game too long/short?

Just right

What was your favourite part of the game?

I liked the icons for the different elements and the wizards at the top and their different states which change when certain spells are cast.

What was your least favourite part of the game?

The dark red background prevents the fire tiles from standing out like the rest of the elements.

The wizards don’t stand out much – since their wands act as the only visual feedback I think this could be changed.

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

There was no instructions on how to play at the start, didn’t know I couldn’t make combos diagonally

General Feedback/Comments

I would like to see more visual feedback when you get a combo for a certain element e.g lightning on the screen or a phone vibration when you hit a lightning combo