**Playtesting Feedback Form**

Age - 21

Gender - Female

Was the game fun?

I thought the game was fun but I thought it would be nice to have some animations and it didn’t look like there was much going on.

Did you understand how to play?

As there were no instructions, I had to ask how to play. I didn’t know that you could only connect elements horizontally and vertically.

Did you understand the objective?

I understood that I had to beat the opponent by damaging their health.

Was the length of gameplay too long, too short or just right?

I thought that it lasted a good amount of time, I think I would’ve perfered it to be a bit shorter – maybe because the screen looked a bit boring with no movement.

What was your favourite moment or interaction?

I liked it when I could make a long link of elements to reduce my opponents health, especially when it was the opponents weakness.

What was your *least* favourite moment or interaction?

When there was only 2 elements to connect, it seemed a bit pointless.

Was there anything you wanted to do that the game *wouldn’t* let you do?

I thought it would be better if the elements moved down after connecting a previous link, rather than elements spawning in place. This way it would be easier to create a strategy.

Now that you have played the game, is there any information that would have been useful to you before starting?

The game needs an instruction screen, and I didn’t understand the “reset board” on the game screen.

Artwork feedback –

I like the theme of the game and there is a good amount of detail in the art. The red background looks very out of place, especially as the fire element is red. It might look better if the background was fading into black from the top. I think that a few animations would make the game look a lot nicer and more alive, especially with the elements and characters.