**Playtesting Feedback**

Age – 14, 12

Gender – girls

Did you understand how to play?

Yes, but it took more time as there wasn’t instructions.

Did you understand the objective/goal?

Yes we had to make the other wizard to go to 0 HP but it took a while to figure out how the combos worked

Was the length of game too long/short?

It goes on for a bit too long and the board starts to run out of tile combos

What was your favourite part of the game?

Liked the power up bomb which reset the tiles, more bombs after a few turns?

Healing tiles were nice as switched up gameplay. Younger girl didn’t like as it dragged out the game more.

What was your least favourite part of the game?

Background art and Start screen art.

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

Yes instructions on the instructions screen.

Information about general rules of how to combo.

Art style feedback

Didn’t like the background or start screen.

Update the wizards so one wizard is a different colour so it’s easy to tell who is who.

Put the winning wizard in the end screen.

General Feedback/Comments

Using combos in a diagonal line as well as just to the side of it.