## Playtesting Feedback [V1.2.0]

Feedback was given after 20 minutes of playtesting. The player played two-player with myself and then played solo to analyse the games mechanics.

## Music

The player felt the music for the game was irritating and not pleasant for a casual game. The player felt the music was trying to touch upon a humorous note, but it did not come across this way.

## Power-bar

The timing of when the player should tap to acquire the optimal power was not clear to the player making them confused. The player couldn’t understand when it was necessary to tap and at first played the game trying to hit the top of the power-bar and not the middle.

## Power ups

The player felt the hit boxes on the power up box was inaccurate and was not noticeable enough when you had gained a power up.

The Recovery power up seemed to occur too often for both players.

The power hit power up confused the player as to how this effects the game. The player did not realise that the power hit had to be timed in accordance to the power-bar.

## Timer

The timer made the player feel like they had to rush and ultimately made the player feel anxious as they were forced to make their move quickly.

## Compliments

The player enjoyed the visual feedback the player received when scoring a good hit as well as the visual feedback from the power ups.

## Player suggestions

After the tester played the game and gave feedback on the gameplay, they gave some suggestions on how we could improve the mechanics and the overall gameplay.

1. Remove the timers and slow down the power-bar.
2. Fix the speed of the power-bar so it is always at a constant speed.
3. Allow the players to control the recovery power ups. Each player has only 3 recoveries that they can play at any time.
4. The double shot should be given to players randomly.
5. Players that score a perfect to be awarded with a double shot.
6. The power-bar could be moved to the bottom of the screen and only appears when it’s that’s players turn.