# Playtesting Feedback V1.4.1

Observations:

The player did not understand what the black power-up boxes represented and didn’t know that they were interactable in game.

In the later stages of play the player began to randomly tap the screen with no regard for the power bar.

Even though a timer appears when it is the players turn, they still didn’t realise it was their turn until they had already missed their turn.

The player found the music too distracting and the spit sprites didn’t look like spit

Overall the player enjoyed the gameplay but by the feedback from the playtesting, more work is required to make the game more appealable for our target audience.

Solutions:

To solve the power-up boxes being more noticeable, perhaps the box could change colour or a piece of text could appear above the box to indicate a power can be used.

In regard to the power-bar being ignored during later stages of play, maybe slowing down the timer immensely will allow players to partake in using the power bar rather than ignoring it.

There needs to be clearer indication which players turn it is. Perhaps some text to tell the player who’s turn it is or the players character is highlighted.

More work and time is need on the sound effects, especially the background music track. Something that fits the theme and will appeal to our casual audience.

As a personal observation the UI needs to be more user friendly that fits within the theme.