# Playtesting:

Feedback Review.

The players experience:

* The player first did not understand what do within the game.
* There was not clear indication how the player can acquire optimal power to best their opponent.
* The timing bar was not clear as the bar was not symmetrical. The player found it difficult to understand when was the best time to tap. (Perhaps the timer was moving too fast for this player)
* The player enjoyed the core mechanics once they discovered how the game was played.
* The player liked how the colour would change depending on which players turn it was. They also liked how clearly it was as to which player was which.
* The lack of any art or theme made the player feel very distant from the game and expressed no emotional responses towards it.

Personal Review

Witnessing and playing alongside I found the criticisms for our current build of the game to be very fair and valid due to the current build being the very core and principle gameplay mechanic.

Refining the information we give to the player will be key for our next build as it is imperative that we make it clear to our players how the game is played, how to progress and ultimately how to win.

I also explained the theme and the characters the player will be playing as after the playtesting session was finished. I believe once the character and background art have been implemented into the next build the players should be able to react to the game on an emotional level.