# Playtesting feedback V1.6.1

* When the players both scored the same on the timing bar the text would flicker back and forth between player 1 wins and player 2 wins. This made it unclear who won the first move.
* The text was readable but with a busier background some letters became lost during gameplay, especially along the sides of the bridge where it is the darkest. The coloured text when a player is awarded a power-up isn’t as clear to read as the black text.
* When a player misses their turn the ‘player 2 turn’ doesn’t go away, making it confusing which players turn it is.
* The power bar seems to move too fast for the players as they began spontaneously tapping the screen with no regard to the power bar.
* A player can move onto the opponent’s side by the ‘recovery’ power up. If a player can reach a significant distance to the opponent’s side, it then becomes very hard for the opponent to gain a chance of winning the game.
* The ‘home’ button when the game is over does not match the buttons on the start-up screen.
* The instructions overlapped the screen boundaries on my Samsung Galaxy 8, making it difficult for the players to understand the instructions.