# Playtesting Feedback – 06/04/18 (Build V.1.4.0)

* Black boxes cover initial ‘best score goes first text’
  + As seen with previous weeks, this text is also confusing
* Power-up wording has not been removed so iconography analysis cannot be fully isolated and evaluated (as players are not left with only the icons to deduct what the power-ups do)
  + Despite this, however, most playtesters reported finding the ‘power-hit’ icon as confusing (it doesn’t seem to show up very well against the black background of the power-up box)
  + White border around the jetpack icon led to initial confusion over what item was
  + Timer icon seemed to be least confusing
  + May be worth quickly revisiting iconography to simplify art style
* New timer bar was slightly confusing to new players, however, like with the old one, they quickly realise where to aim after a couple of turns
* Bug with revised initial timing test means that if two plays score within the same threshold, the game temporarily locks up then determines a random winner for the first turn
* Background music is highly polarising
  + Some playtesters find it bizarrely amusing
  + Others ask to mute phone
* Scaling on the background art behind the power bar is broken, resulting in a stretched mess

In conclusion, this build appears to playtest much, much better than the previous build. The power bar art has been updated graphically to reflect backend changes and many of the previous issues from the last build appear to have been fixed. The placeholder menus have also been implemented and appear to be fully functional (ready to be replaced with final assets in the next build).

The build, aside from the previously mentioned initial timing test, appears to only suffer from minor scaling bugs, where certain elements appear either stretched (the background art behind the new power bar) or misaligned (the vertical alignment of the power-up boxes).

All other playtesting grievances are mostly related to confusing ‘programmer text’ left in the build. This should be fairly easy to fix in the next build.