**Tester Feedback, Sprint 8 (27 March 2018)**

* Neither player understood what their input would achieve, or what their goal was on starting the game
  + Artwork may provide some indication as a solution to this.
* Players were confused by the introductory text as they didn’t yet understand what the gameplay was.
  + Results from above issue. Once players had played a turn, they found it clear.
* Players continue to find the power-meter unintuitive. Being unsure of when to press and what the bar denotes.
  + Redesigned power bar (and planned rating feedback will assist in clarifying this).
* Power ups were not immediately understood by players
  + Once a power up had been used, players found it obvious, but all queried what was happening when one was activated.
  + Need to reconsider how these are displayed to the player.
* If ‘double-chance’ power up was activated, there was frequent misunderstanding of which player’s turn follows
  + Especially apparent if activated successively.
* Without any art yet included, testers immediately had a low opinion of the game. Felt distant from the gameplay and other than purely winning against their opponent, had no interest in the game itself.
  + After all art tasks of this sprint are completed, sprint 9 playtesting should reveal the effectiveness of the visual design.
* All pairings did play the game to completion several times – no one prematurely ended the session.
  + Despite not being invested in the theme of the game, players did comment on the games mechanic being enjoyable, and dependant on (the order of) power ups given the game became a lot more tense and exciting.