**Things players enjoyed**

The speed they could send food.

Clicking the button fast

The switch over speed kept the pace well

That they were playing against a person

Easy to control

Repetitive nature

Clear goal

**Things they didn’t enjoy**

What the button looked like – no affordance

No animation in the button

Unclear when to start and stop pressing the bell

Unclear who was winning with the score of to the side

**Suggestions for improvement**

Different colours for each player

Button should release food every time when pressed

Change lighting depending on who’s playing

Incline in the centre so it looks 3d

Shadows

Bring the score to the top centre

**Bugs/ mistakes**

Both sides say player 2

**Observations**

Laughing

Fierro