Players Liked:

* The art style and art assets.
* Timing the collect food.
* Easy to understand controls.
* The social aspect of waiting for the other player to send food to them.
* The competition.
* Attempting to attain high combos.

Players Disliked:

* Even though each food has the same size hit box, the art assets are different shapes and sizes which made it hard to determine where the “perfect” area to collect them is.
* It became repetitive.
* There was no tutorial.
* Sending food is less exciting that collecting food.
* The food was too slow.

Players Didn’t Understand:

* The collect food button.
* Some players weren’t sure what they were trying to achieve.
* How many items of food they had to send.
* Which player the food is for.

Bugs Encountered:

* Sometimes players thought they were supposed to be collecting food after sending one.
  + This is due to the way the buttons activate and deactivate. I can work on this in the next sprint to find a better way of changing the highlighted buttons.

Player Suggestions:

* Make the active buttons brighter.
* Add a pause menu into the level.
* Add plates under each food item so they have a consistent size/shape.
* Add a counter to show how many food you have to send.