# FEEDBACK FORM

Charlie

It wasn’t obvious where I should be tapping.

At first I thought the red blocks were going be bad. I didn’t realise they offered a higher score because of how quick they were moving, made it hard to read the text.

I enjoyed how the platforms moved faster over time.

The scores seemed to be on the wrong side of the screen.

Amy

I wasn’t sure where I was tapping to make the ball move forward, not immediately obvious or intuitive and thus I had to be told

I thought I was beating my opponent until I realised that the scores are located on the wrong side to the corresponding player

I enjoyed the game overall, liked the varying speeds and found myself laughing and enjoying the game while playing it with a friend

I think there should be a prompt/divide down the screen that indicates where the player should be tapping to make it more obvious, similar to how OLO is divided