**Playtesting Feedback (Age 7)**

Positive

* Enjoyed the theme of the game
* Loved being able to play as an animal
* Thought the background art was colourful and cute
* Really enjoyed the background music and said it suited the game well

Negatives

* Some of the questions were to hard (specifically the division)
* Would like to be able to play as another animal
* Didn’t feel like he was racing against someone

Teams response to playtesting feedback

The team was very pleased with the response we received regarding the theme of the game, as the reason for choosing it was based around our psychographics age. On the other hand, we realised they were many alterations which we need to make. For example, we plan to make the experience more gamified to better suit both the player experience and match the brief given by our client. Which we were already intending to do this based on the feedback from our lecturer. To do this we plan to introduce aspects you would find in a typical racing game such as a current position marker and make it easier for the player to see where their opponent is during the race.

We would also like to address the feedback which we got about the opponent not being very visible in relation to their current position. To do this we plan on making the opponent racing Drivatar and vehicle positioned at the bottom of the screen instead of the top. As a result, standing out more for the playing during gameplay, this we be tested using a squint test following feedback from Joe Kinglake.

To fix the issue of questions being too hard for children at the lower age bracket of Key Stage 2. We plan to reduce the difficulty curve of the division questions by lowering the numbers in the questions. This is because during our playtesting children struggled the most with these types of questions.