**Playtesting Feedback (Age 7)**

Positive

* Now finds it easy to see where their opponent is
* Likes the addition of the timer and its design as it makes it feel more like you are in a race
* The questions are a lot more balanced

Negatives

* Cannot switch character, they wanted to play as the bunny rabbit opponent
* They said they would like the game to still last longer

Teams response to playtesting feedback

The team was very glad about t the response regarding question difficulty in the game, as we had worked hard making sure to find the correct difficulty for division questions suited for lower key stage 2.

On the other hand, if we were to continue with the development of this project the next elements of the game we would focus on would be character selection. This is because it would further gamify the experience for the player. Unfortunately, due to a coding issues we were unable to implement the character selection process within our game. Which we have all the art assets for already.

Also, we would conduct further playtesting to insure the correct length of gameplay is experienced for the player. Making sure that it’s not too short which current play testers comment. But also, not too long as players will start to feel like they are completing a maths test, rather than playing an education game.