# Feedback Form : Space Invaders 2

Questionaire

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| Name | Poli Fowdrey |
| Do you describe yourself as a gamer? (y/n) | Definitely not! |
| What did you think of the game? | It looks really good. Authentic styling and fun to play.  However, I managed to break it. Twice.  The first time it crashed and there was no help or instructions to fix it.  I started again and the second time the line of aliens just kept coming and didn’t disappear when they reached the planet, as they do in the original game. I killed all but one, but it kept going down and I couldn’t move on.  I suspect my ‘don’t move very much and keep on firing strategy’ was to blame, but I am good at breaking games. |
| Were able to find the controls easily?(y/n) | Yes, no problem. It was very straightforward |
| What level did you get to ? | Didn’t get past level one second time, but I was on level two first time round when it crashed |
| How playable do you think the game is? (0-5) 0=Superman 64 5=Tomb Raider. | Never played either of those games, but this was about a 9 for playability. It would have been a 10 but for the bugs |
| How did you feel about the number of invaders? (too many/ too few/ about right) | Just about right, but it would be good if there were more and faster in higher levels (perhaps there are; I’ll never know now!) |
| How did you feel about the number of bombs? | There were a lot of them, but they didn’t do much damage |
| How easy was it to download and install? | Wouldn’t work on my Mac, but quite straightforward on a PC |
| Which improvements would you like to see? | Fix the bugs so it is Poli-proof. Make it work on a Mac. Add some groovy noises and you’re there! =) |