Play-ability Plan

This is where I laid out the aspects of my game that I would be focusing on and how I would get feedback on the play-ability and workings of my game. I based my findings on a few questions below:

1. **Is it easy to manoeuvre and shoot at the aliens? (Yes, No Maybe).**
2. **Does the VR make you feel sick at all? (Yes, No Maybe).**

1. **Do you find it easy to kill enemies are they too powerful, just right or too weak? (P, J, W).**

1. **Do you feel accomplished having made a new score? (Yes, No Maybe).**
2. **Would you buy this game? (Yes, No Maybe).**

1. **Would you play this game? (Yes, No Maybe).**

1. **On a scale of 1 to 10 where do you rate this game?**

The results: 7, 8, 7, 9, 6, 8, 9, 6, 7, 8

**AVERAGE: 7.5**