

Timestamp	Email address	How easy was it to understand the controls?	How enjoyable was the game-play?	How challenging was the game-play?	How easy was it to follow the plot / missions in the game?	What was the most frustrating moment or aspect of what you just played?	What was your favourite moment or aspect of what you just played?	Was there anything you wanted to do that you couldn't?	If you had a magic wand to wave, and you could change, add, or remove anything from the experience, what would it be?	How would you describe this game to your friends and family?
Developer Response										
30/04/2019 13:18:20	rjw592@york.ac.uk	4	4	2	3	Buildings perhaps not as visible as they should be - need sprites / visual display for them.	Difficulty progression throughout the game.	Customise ship more (visuals, key bindings, etc)		A UoY-inspired Pirate game focusing on simple objectives and fun gameplay.
30/04/2019 13:50:42	bgm506@york.ac.uk	5	3	4	3	Easy to die	Battling the other boats	View the whole map	Quests	Fun and hard
30/04/2019 15:32:55	mw1628@york.ac.uk	4	5	3	1	Getting killed by the kracken	Going to the minigame	Being able to accelerate	A in game map	It was pritty fun.
30/04/2019 16:15:07	jp1497@york.ac.uk	5	4	5	4					
30/04/2019 16:16:37	cs1870@york.ac.uk	4	5	3	5	Feels the like boat moves a bit too slowly	The combat and capturing colleges	No	Maybe to slightly update the moving mechanisms	Very enjoyable game and would recommend
30/04/2019 16:38:50	hb1243@york.ac.uk	5	4	3	2	The collisions with islands	The AI battles	Going onto the land		A mini clip game
3rd Party Response										
27/04/2019 22:48:21	skp518@york.ac.uk	5	4	2	4	the zoom view without M is very limited			making the zoom less limiting	fun
28/04/2019 11:43:00	j.phillips8624@gmail.com	5	4	4	3					
28/04/2019 11:49:33	mcjosh9917@gmail.com	4	4	5	4	initially i had no idea that random enemies would spawn so close and they were pretty hard to kill as i was getting used to the controls	figuring out that i could see when enemies were near on the map	i couldnt manage to get the minigame that was on the island opposite compsci to work	maybe make the enemies less pinpoint accurate, especially when multiple swarm you at the same time	easy to get the hang of
28/04/2019 13:59:50	flaxcooper47@hotmail.com	2	4	4	2	Movement was slow which was the biggest fault in my opinion especially playing with a touchpad.	I think it is a simple idea but executed quite well. I thought including a map was a good idea.	Move my ship at different speeds.	Have different difficulties for the AI as the AI was very hard to beat, it would shoot before I even saw where the enemy was.	Fun but frustrating in terms of difficulty.
29/04/2019 23:13:05	jay.ruaux@gmail.com	5	4	4	3					