***Subject X:***

*Age Bracket:*

*Favorite part about the game:*

*Least favorite part about the game:*

*What would you change to make this game better?*

*What was your thought process while playing the game?*

*How was the time trial mode? Would five lives be enough?*

*How was challenge mode?*

*How was the multiplayer?*

*Do you think the game is fair?*

*How do you feel about the game?*

*On a scale of 1 to 10, how difficult was the game?*

*Was single or multi player more difficult?*

*Were the instructions adequate and straightforward?*

*On a scale of 1 to 10, how fun was the game?*

*Were the menus easy to navigate and aesthetically appealing?*

*Bugs found:*

**Subject 1:**

Age Bracket: 50-59

Favorite part about the game: how the ship breaks apart

Least favorite part about the game: dying too soon

What would you change to make this game better? slower thrusting and maybe an explanation in instructions on how to reverse thrust; wider openings at beginning of game as get hang of it and then become narrower as game continues

What was your thought process while playing the game? this is too hard for an older mind and reflexes!!

How was the time trial mode? Would five lives be enough? think the ship should start a little lower on the screen, if you thrust twice you are already in trouble

How was challenge mode? it was good and definitely a challenge as it scrolled

How was the multiplayer? no comment

Do you think the game is fair? yes because it gives you a trial to get familiar with controls and then gives 5 lives

How do you feel about the game? I would need lots of attempts to get very far

On a scale of 1 to 10, how difficult was the game? 8 - because of my age and lack of gaming experience

Was single or multi player more difficult? multi player

Were the instructions adequate and straightforward? think it needed to talk about reverse thrust

On a scale of 1 to 10, how fun was the game? 7 - I can see where it would be addicting to keep trying to get through

Were the menus easy to navigate and aesthetically appealing? yes

Bugs found: on multi player it generates bullets based on single player size and location

**Subject 2:**

Age Bracket: 20-29

Favorite part about the game: The ship exploding into pieces

Least favorite part about the game: Was hard to move the ship around

What would you change to make this game better? Either add breaks or a reverse

What was your thought process while playing the game? Was fun but difficult

How was the time trial mode? Would five lives be enough? It was difficult, I think five is a good number though.

How was challenge mode? Difficult, I never made it past the first section

How was the multiplayer? Good, but not able to leave to main menu

Do you think the game is fair? Yes

How do you feel about the game? Was a fun little game

On a scale of 1 to 10, how difficult was the game? 8

Was single or multi player more difficult? single

Were the instructions adequate and straightforward? Yes

On a scale of 1 to 10, how fun was the game? 7

Were the menus easy to navigate and aesthetically appealing? The single player looked like a button to press, otherwise yes

Bugs found: I died in a red ball and kept being spawned into it until it was out of the way.

**Subject 3:**

Age Bracket: 50-59

Favorite part about the game: how it made me want to keep trying

Least favorite part about the game: thrust mode too responsive

What would you change to make this game better? be able to use both hands

What was your thought process while playing the game? trying to maneuver while using correct keys

How was the time trial mode? Would five lives be enough? good; no, more would be better

How was challenge mode? too hard for me

How was the multiplayer? very fast

Do you think the game is fair? yes

How do you feel about the game? challenging

On a scale of 1 to 10, how difficult was the game? 10

Was single or multi player more difficult? multi

Were the instructions adequate and straightforward? yes

On a scale of 1 to 10, how fun was the game? 8

Were the menus easy to navigate and aesthetically appealing? yes

Bugs found: Single Player Time Trial, if you die too soon, then you respawn in the far left wall so you get into a death loop. If you pause and hit restart during death animation then ship disappears.

**Subject 4:**

Age Bracket: 20-29

Favorite part about the game: Addicting to keep going

Least favorite part about the game: Didn’t get very far

What would you change to make this game better? Make the first area maybe a little easier

What was your thought process while playing the game? Gotta fit the ship around the green

How was the time trial mode? Would five lives be enough? It took five tries for the first part, but I do think that’s a good amount.

How was challenge mode? Challenging.

How was the multiplayer? Fun to play against a friend

Do you think the game is fair? Yes

How do you feel about the game? Good game

On a scale of 1 to 10, how difficult was the game? 9

Was single or multi player more difficult? single

Were the instructions adequate and straightforward? Yes

On a scale of 1 to 10, how fun was the game? 8

Were the menus easy to navigate and aesthetically appealing? Yes

Bugs found:

None

**Subject 5:**

Age Bracket: 20-29

Favorite part about the game: the death animation

Least favorite part about the game: -

What would you change to make this game better? Have easier levels at the beginning

What was your thought process while playing the game? Don’t die

How was the time trial mode? Would five lives be enough? It was good, but probably more than 5 lives would be better

How was challenge mode? very hard

How was the multiplayer? fun

Do you think the game is fair? yes

How do you feel about the game? it was very different from anything else I had played so it was a fun new experience

On a scale of 1 to 10, how difficult was the game? 8

Was single or multi player more difficult? multiplayer

Were the instructions adequate and straightforward? yes

On a scale of 1 to 10, how fun was the game? 10

Were the menus easy to navigate and aesthetically appealing? yes

Bugs found: -