**Quality Assurance games testing**

# Constructive Feedback

* **What is your initial feedback? (this can be about anything)  
  The theme of the game was pretty good. The samurai is trying to collect all pick-ups to win the game. Maybe another level or expand the current level with more space and pick-ups will make it even better.**
* **Did you understand what was going on? How did you feel whilst playing?  
    
  There were instructions section in the main menu which helped me to understand the controls of the game.**
* **Did you ever feel bored?**

**No it was pretty fun to play.**

* **What was your favourite thing or least-disliked thing in the game?**

**The best part was the hunting by the enemys.**

* **What was the worst thing or least-liked thing in the game?**

**Jump was the least-liked thing because the player could jump multiple times in a result to fly around the map.**

* **Do you feel inclined to play it again?**

**Yes after further development it will be a great game.**

* **Do you play videogames? If so which ones and how often?**

**I play videogames for my leisure activity. I most play FPS / RPG’s and MMO’s only on PC.**

* **Anything else to add?**

**Just keep it up and make it better.**

* **Any feedback specific to the game’s mechanic? (optional)**

**Think a way to develop the jump mechanic.**