**Quality Assurance games testing**

# Constructive Feedback

* **What is your initial feedback? (this can be about anything)**Good controls! Very fun to play, great level design.
* **Did you understand what was going on? How did you feel whilst playing?**Controls are listed in the menu. The game offers a space at the beginning to learn how the ball controls. The objective is made obvious from the counter and the colour scheme.
* **Did you ever feel bored?**No, the game length was perfect.
* **What was your favourite thing or least-disliked thing in the game?**

The path that opens up after collecting all the coins in the level.

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

The platforms at the sides of the level that take the player up are very slow; could be sped up.

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

Yes, was very fun!

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

I play videogames very rarely, normally once a week. I play strategy games and RPG’s.

* **Anything else to add?**

More of the same, more obstacles and things to collect!

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

No, there is a lot of potential for future mechanics involving the balls physics. Good Job!