**Instructions:**

Unzip both versions of the BotAttack game. Inside each version folder is a file name BotAttack.exe, this file runs the game.

When the game starts, you will be presented with a planet in space that has a cannon attached to it. You can control the cannon with your mouse, move the mouse to move the cannon around the planet, left click to fire the cannon.

Bots will spawn in space and attack the planet, when they get close enough to the planet, they will shoot a ray at it and do damage. The object of the game is to take as little damage as possible in 10 waves of bot attacks.

Run each version of the game, taking as little damage as possible. When each game ends, there will be a new file in that version’s folder called WaveRecords.csv. Please rename the WaveRecords file to your name and the version number.

Once you have completed both versions of the game, please answer the 3 questions below and send the renamed WaveRecords files and the answers to the questions back to Simon.

**Questions:**

1. Which version did you prefer playing?
   1. Version 2 but not a strong preference
2. Did you notice the difficulty of either version progressively increasing? Which version?
   1. no
3. If you answered yes to the previous question, please rate how close the difficulty aligned with your skill level for each version:
   1. Not at all
   2. Poorly
   3. Somewhat closely
   4. Fairly closely
   5. Very close