Play Testing

# What are we testing?

* Gameplay
  + Do people like the game and for how long do they want to keep playing?
* Controls
  + What do the controls feel like, do they feel natural and easy to use?
* Challenge
  + Is the game too easy or too hard, how is the curve from easy to hard.
  + Does it fit in with the target audience
* Balance
  + Is the game balanced enough to be played for a while?
  + Does the combo system fit in with the rest of the game ?
* User Interface
  + What is the menu like, is it clear to the player?

# Who are we testing with?

* Group 1
  + Age: 18-25
  + Game experience: High
  + We choose this group for testing because we wanted to see how experienced players would handle the difficulty of the game
* Group 2
  + Age: 18-25
  + Game experience: Low
  + We chose this group to see how hard it would be for unexperienced players to play this game

# Feedback 07-09-2017

* Gameplay
  + Goal is not clear to the player
* Controls
  + Controls feel good and responsive
* Challenge
  + Game was too hard for new players
  + With a little training the player could go on for a very long time(> 10 minutes), the game became boring after a while.
* Balance
  + The balance was good, but as stated under challenge, it became boring after a while.
* User Interface
  + User interface needs to be cleared up
* Satisfaction
  + Need some more encouragement for doing good in the game.

# Feedback 28-9-2017

* Gameplay
  + Fun to play
  + Cool animations
  + Simple
* Controls
  + Controls are clear and respond well to user input
* Challenge
  + The peak level of difficulty becomes higher as the game progresses
  + Rest moment between peaks is nice.
* Balance
  + Too much healers
* User Interface
  + Main menu is clear.
  + Tutorial button should be placed to a more visible location
  + Tutorial text should be longer
  + Combo circle not clear in tutorial
* Satisfaction
  + You get the rush to keep improving your highscore
  + Encouragement text keeps you going in the game
  + Combo fits in with the game