

## Player Feedback Form Template

(this must be submitted with the proposal.)

Game Title: Cat N' Mouse

Designer Name: Thanh Nguyen

Player Name: Khoa Nguyen

Date: 10-2-22

1. Was the game challenging? If so, what was challenging about it? How did you adjust to those challenges?

The game was pretty challenging due to the big wave of ~~the~~ cats spawning, but it felt possible to beat the objective. I used the cheese bullet mechanic to clear a path and circle around the map. This made it easier to steer clear from the cats and whittle them down little by little as they group up. As I collect more points, I spend it to make cheese cannons to help me wipe out the cats and win the game.

2. What would you like to add to the game? Are there any elements you think this game is missing?

I think different difficulties would be a good addition to the game, so other players can enjoy the game if the current pace of the game is too difficult. I believe the vertical shots for the cheese bullets can be worked on, but the game as a whole is great.

3. Does this game remind you of another game?

The game reminded me of "Box head Zombies" that I played as a kid. It had a "bird's eye view" style of game play where you try to survive as long as possible through waves of zombies.



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Designer Name: Thanh Nguyen

Player Name: An Nguyen

Date: 10/2/2022

1. Was the game challenging? If so, what was challenging about it? How did you adjust to those challenges?

The start of the game was challenging. You feel surrounded and cornered in the game making it hard to survive. I adjusted by trying to kill as many enemies as I can first, instead of trying to gather the enemies as I did previously in the beginning.

2. What would you like to add to the game? Are there any elements you think this game is missing?

Maybe add a big ~~and~~ boss near the end that has a lot of health and can destroy the building I was able to place.

3. Does this game remind you of another game?

I reminded me of space invaders, but I was able to shoot in 4 directions



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Designer Name: Thanh Nguyen

Player Name: Thanh Vi Nguyen

Date: 10/2/2022

1. Was the game challenging? If so, what was challenging about it? How did you adjust to those challenges?

Yes, the game is challenging. The enemy moves too fast and the graphic is a bit too small. The more I play the more I can adjust to the speed and in time will get use to the size of the game screen.

2. What would you like to add to the game? Are there any elements you think this game is missing?

The game can have a couple more levels for different level of players can play. The ~~game~~<sup>graphic</sup> can be a bit bigger.

3. Does this game remind you of another game?

I don't play enough games, so no other games come to mind.