

Player_ID	Demographics Age Student (Y/N) Subject (work or study)	Experience	Feedback	We did
1	Network Engineer (Not a student), 20	Plays games every single day	Seems a bit hard to kill all fortresses before fire station gets destroyed in medium mode. Found some bugs with the minigame and powerups. Could be good if there was a screen saying the aim of the game and what the player has to do. Likes the game overall and wanted to keep playing and improve their progress.	Player_ID 1 and %=5 all through certain aspects of the game were a bit too hard. While also we had one enthusiast who seems to really enjoy harder games, they do not reflect the majority of our users. Thus we scaled back the easy and medium difficulties for the more casual user but kept the hard difficulty the same for those who enjoy a challenge. To scale back the two other levels we decreased the amount of UFOs spawning by 2 (4 -> 2 for easy and 6 -> 4 for medium).
2	Student, 20, Mathematics	Plays games every day		A few players found some aspects of the game difficult to understand how to play. For example Player_ID 7 found the minigame hard to play since they did not know to press spacebar to jump, they thought it was up arrow. Thus we added more instructions in the controls section for the minigame but also what the scores are for the powerups in the minigame by the score.
3	Student, 21, International Relations	Never plays games	Thought the game was cool for students their age to make. However, does not really enjoy games and stopped playing after 2 games.	While we received feedback that the look of the game was not up to par to what the users expected, we felt that it added charm to the game and made it more unique. We decided to keep the design style of the artwork and models since it uniquely sets it apart from other games of this time period, which we think is good.
4	Civil Servant for DWP (Not a student), 49	Plays games sometimes but not often	Would prefer to move the firetrucks with the mouse or a controller - arrow keys are too difficult, thinks the graphics of the actual game are boring and not intriguing - the pause screen and menu screen look good and then its underwhelming when you see the actual game. Minigame is a good idea but bad graphics too. Good concept of a game tho	
5	(Recent) Highschool graduate, 19	Plays mobile games	Found the medium level too hard, so tried easy but still couldnt not finish the game on easy. Really liked the minigame but found a bug with where powerups activate with less than 3 score. Thought the firetrucks were cute	
6	Student, 24, Computer Science	Plays a lot of games	Thinks the base of the game is fun but really enjoys the challenge of hard mode. It reminds him of Cuphead with the challenge and graphics but the minigame is a bit boring. Enjoys the tratagey of truck placement, found a bug that health resets with reloading.	
7	Patrolum Manager (Not a student), 56,	Played games when we was a student	Enjoys the look of the game with the more 'retro' graphics. Does not understand how to play the minigame or what it does. Didnt spend long playing it but thinks it showed great effort	