Untitled Kevin Project - QA testing survey

1. How did you like the game?
2. What was the worst/most frustrating part of what you played?
3. What was the best/most fun part of what you played?
4. What minor bugs and glitches did you encounter?
5. What game-breaking bugs and glitches did you encounter?
6. Which weapons did you prioritise using?
7. Was any part of the game too easy?
8. Was any part of the game too difficult?
9. Were there any times where the difficulty felt unfair?
10. Was the control scheme intuitive?
11. Was the heads-up display intuitive?
12. Was the combat viscerally satisfying?
13. As the game has no music, what kind do you think would best suit the gameplay?
14. What would you add, remove, or change about the experience? Why?
15. Is there anything else you would like to say about the game?