Untitled Kevin Project - QA testing survey

1. How did you feel before testing the game?
2. How did you feel immediately afterwards?
3. What was the worst/most frustrating part of what you played?
4. What was the best/most fun part of what you played?
5. Were there any points where you felt unable to do what you wanted?
6. What would you add, remove, or change about the experience?
7. What were you doing in the experience?
8. How would you describe the game to friends/family?
9. What was your favourite weapon/function to use? Why?
10. What was your least favourite weapon/function to use? Why?
11. Which enemy was the most fun to fight? Why?
12. Which enemy was the most annoying to fight? Why?
13. As the game has no music, what kind do you think would best suit the gameplay?
14. Is there anything else you would like to say about the game?