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