

Playtest Questionnaire

- How was the pacing? Fast? Slow?
 - Common consensus was it's too slow
- Which part did you dislike the most?
 - Most common was the swimming section
- Which part did you most enjoy?
 - Most either said the root maze or the bouncing bubbles
- Was there a challenge curve?
 - Everyone said no
- How many distinct areas were there?
 - Most said three
- Did the game feel like one cohesive whole or separate parts glued together?
 - Most said cohesive with some parts not matching (swimming)