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)