Gameplay:

1. What level did you stop at? Level \_\_\_\_
2. What platforms do you usually play on? (Circle all that apply)
3. PC
4. Console (Xbox, PlayStation)
5. Handheld (Nintendo DS, PS Vita)
6. Mobile
7. Web
8. How long do you usually play for?
9. Less than 1 hour
10. 1 to 3 hours
11. 4 to 8 hours
12. More than 8 hours
13. Rate your enjoyment of the game (1 = Horrendous, 5 = Excellent): \_\_\_
14. Rate the sound effects of the game (1 = Horrendous, 5 = Excellent): \_\_\_
15. How comfortable are you with the inputs? (1 = Very Uncomfortable, 5 = Very Comfortable): \_\_\_
16. How much do you think this game is worth? \_\_\_
17. Not a cent
18. $1
19. $3
20. $5
21. $10
22. Others (Write down how much): \_\_\_\_
23. What kind of audience would like these games? \_\_\_
24. Below 13 years
25. 13 to 19 years
26. 20 to 35 years
27. Above 35 years
28. Do you like the customization of your army?
29. Yes
30. No
31. What do you think of the AI?
32. Bad, they need to be smarter
33. Okay, but they can be a little smarter
34. It is fine the way it is.
35. Too smart, dumb them down
36. Is the game too easy? Why?

Circle one: ( Yes / No ) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Is the pacing of the game good? Why?

Circle one: ( Yes / No )

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1. What is your most favourite and most hated aspects of the game? Why?

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1. Would you replay this game after completing it?
2. Yes
3. No
4. Any last comments?

How to Play

Guide your units to the end of the map(right side) to win.

Hit the keys in the correct order with the same rhythm as the beat

Beat will start to play during gameplay

Each order displayed below will result in different movement and action of your units.

Command order list

1. Advance (all unit): A,A,A,D
2. Attack(range) , advance(melee) : A,D,S,D
3. Attack(range) , attack(melee): D,D,A,D
4. Attack(range) , retreat(melee): A,D,S,A
5. Attack(range) , defend(melee): A,D,S,W
6. Retreat(range) , attack(melee): A,A,S,D
7. Retreat(range) , retreat(melee): S,S,A,D
8. Retreat(range) , defend(melee): A,A,S,W
9. Defend(range) , attack(melee): A,W,S,D
10. Defend(range) , defend(melee): W,W,A,D