Gameplay:

1. Rate your enjoyment of the game (1 = Horrendous, 5 = Excellent): \_\_\_
2. Rate the sound effects of the game (1 = Horrendous, 5 = Excellent): \_\_\_
3. How comfortable are you with the inputs?
4. Very Comfortable
5. Comfortable
6. So-so
7. Uncomfortable
8. Very Uncomfortable
9. How much do you think this game is worth? \_\_\_
10. Not a cent
11. $1
12. $3
13. $5
14. $10
15. Others (Write down how much): \_\_\_\_
16. What kind of audience would like these games? \_\_\_
17. Below 13 years
18. 13 to 19 years
19. 20 to 35 years
20. Above 35 years
21. Do you like the customization of your army?
22. Yes
23. No
24. What do you think of the AI?
25. Bad, they need to be smarter
26. Okay, but they can be a little smarter
27. It is fine the way it is.
28. Too smart, dumb them down
29. 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. What features would you like to see implemented?

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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