**End-User testing – Slyggdrasil**

***After taking part in Slyggdrasil’s alpha testing phase, please complete this short 9 question questionnaire to assist in further development! For filling in the grading section, please only mark one box.***

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|  |  |  | | | | |  |
| **Question number** | **Question** | **Grade**  **(1 – lowest | 5 – highest)** | | | | | **Optional comments** |
| **1** | **2** | **3** | **4** | **5** |
|  |  |  |  |  |  |  |  |
| 1 | How did the controls feel? |  |  |  |  |  |  |
| 2 | How did you find the gameplay? |  |  |  |  |  |  |
| 3 | During the playthrough, did you pick up on any flow? |  |  |  |  |  |  |
| 4 | How was the story? |  |  |  |  |  |  |
| 5 | How were the characters? |  |  |  |  |  |  |
| 6 | How were the visual elements? (Did you enjoy the style? Do you think things were missing? etc.) |  |  |  |  |  |  |
| 7 | Did you do well? |  |  |  |  |  |  |
| 8 | Did you have any idea that the game was based on Norse mythological themes? |  |  |  |  |  |  |
| 9 | Overall, how do you feel after playing? |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
| Finally, do you have any other comments to make? Perhaps you think there were some missed opportunities you’d like to see in a newer version? Take as much time or space you need: | | | | | | | |
|  | | | | | | | |