1. What did you think of the game?
2. How would you improve it?
3. What did you think of the concept?
4. Do you think this product would sell well?
5. What sort of gameplay do you think it should be?
6. What genre would this game fit into.
7. Was the point of the game clear
8. Where did this game fall sort of quality?
9. Would you buy this product?
10. Do you feel the game valued your time fairly?
11. Did u feel although the game was fair?
12. Name the game you have played that is most like the game you play tested.

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