**Questionnaire Results**

The playtesters have filled in our questionnaire and we as the designers should find results for our game.

**Visual:**

From our results we found out that the visuals of our game is actually not that great because it lacks detail, our text is not consistent with the rest of our art and the testers were a bit undivided with our UI because the UI hides some of the terrain which can be irritating, we also concluded that we needed more animations because the only animated character Is the playable character which they liked.

**Audio:**

Our testers said the audio in itself was of a high quality because you only hear one 8-bit music track,  
there was a downside of our music track because it did not sound that fit for a Viking game because the whole 8-bit tunes don’t sound like a Viking song, but what so ever they liked the 8-bit metal music even though it did not fit the theme.

**Usability:**

When we asked our testers about the usability of the game they mainly said they hated it because the movement and abilities are somewhat countering each other because you have to press the ability button near the walking buttons and not everyone was used to that, but however they said the game is easy to learn because the mechanics are easy to understand that you will feel quickly comfortable with.

The enemies are 16x16 pixels which means they are very small and some testers did not see some of them that clear enough which was the reason they died in the game.

**Gameplay:**

Some of the testers said that the game was to easy and some said it was way too hard but we also had a few of testers that said the game was fine enough for the difficulty they played on, a lot of people said that the hitboxes are not accurate because the corners have some issues when you don’t touch them you can still die.

The mechanics that we introduced to the people were simple and many people had almost to none issues with them, whenever they killed some enemies they respawn again everyone loved the numbers of enemies.

**Story/Theme**

The testers said that we don’t have much world design, although the theme that we have for the game is clear and the testers said this was very clear because the character you play and the map you play on, they liked and disliked the amount of characters in the game because there are is not that much different enemies which for the other testers they said it was way better not to have too many different characters.