1. **How long were you playing for?**

5 – 10 minutes

1. **Did you know what to do in game, if no why?**

I didn’t know what to do in the beginning, I had to ask how to start

1. **Rate the clarity of the instructions?**

It didn’t have instructions within the game

1. **What was your favourite aspect of the game?**

I liked the art style of the characters/artefacts

1. **What would you add, change or remove if you could?**

Add some instructions or tutorial to show new player what to do, the font colour and size was slightly difficult to read.

1. **Did you complete the game, if no why?**

Yes, I completed the game once I knew what I was doing.

1. **How many times did you play the game? (If more than once) Was the game more enjoyable, less enjoyable or equally enjoyable during subsequent plays?**

I played the game twice, it was slightly more enjoyable the second time as I knew what to do.

1. **Did you find any issues/Bugs when playing?**

Yes, some of the artefacts would overlap when dragged on the timeline.