|  |  |
| --- | --- |
| How did you find the progression of the game (the steps to reach the end)? |  |
| Were you given enough information to understand how the game works and if not, what information was missing? |  |
| What if your level of experience with games?  (highlight all of the answers that apply to you) | No Experience, Mobile Gamer, Console Gamer, PC Gamer |
| On average how often do you spend on your smart phone each day playing games? |  |
| How did you find the interface to navigate and what suggestion do you have in order to improve the design or usability? |  |
| Which difficulty level did you select (Delete as applicable) | Easy, Normal, Hard |
| Did you find the difficulty of the level you choose was as specified? If not specify if was to hard or easy and possible suggestions to correct. |  |

Tester Number (will be assigned before test):

The user has play through a game of Plague Inc and is now in a position to give feedback to the developer can improve the game. By ticking the box below, you are agreeing to put aside all forms of bias opinions and will give their honest opinion of their experience: