Space Race Play-test Survey

Thank you for taking the time to play our game and provide feedback on its current state. We are very excited to show off where we are at in its development, and your feedback will be incredibly useful to us as we move forward from here. A lot of times, game developers are too close to their games to be able to see some of the most important issues with them, and as someone new to the game, your perspective can find problems that we can't. Please be as brutally honest as possible with your responses as we would rather make a great game than avoid having our feelings hurt.

Your email address (**gnawang@umich.edu**) will be recorded when you submit this form. Not you? Sign out

Please describe your three favorite aspects of the game

Your answer

Please describe your three LEAST favorite aspects of the game

Your answer

Please describe the most exciting moment in the game

Your answer

How could we improve upon that moment?

Your answer

Please describe any bugs you may have encountered

Your answer

Please rate the following aspects of the game on a scale from

worst (1) to best (5)

	1 (Needs major improvement)	2	3	4	5 (Pretty much perfect)
Fun of the game	○	○	○	○	○
Fairness of the game	○	○	○	○	○
Replayability	○	○	○	○	○
Amount of strategy in building your ship	○	○	○	○	○
Ability to be creative with your building	○	○	○	○	○
The game mechanics match the theme of the game	○	○	○	○	○
The goal of the build phase is obvious	○	○	○	○	○
The goal of the battle phase is obvious	○	○	○	○	○
The fun of the battle phase	○	○	○	○	○
Player movement	○	○	○	○	○
The controls of the game	○	○	○	○	○

Do you have any specific thoughts you would like to add?

Your answer

Send me a copy of my responses.

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