Modify this document to include specific questions about your game.								
1. How easy was it to understand the controls?								
Very Easy 2 3 4 5 Very Difficult								
COMMENTS:								
2. How easy was it to use the controls?								
Very Easy Very Difficult								
COMMENTS:								
3. How difficult were the enemies?								
Too Easy Too Difficult								
COMMENTS: Very impressed with Al								
4. Was there enough information displayed on the HUD?								
Too Little Too Much								
COMMENTS: Ul could be bigger								

 $5.\ \mathsf{Did}\ \mathsf{you}\,\mathsf{understand}\,\mathsf{how}\,\mathsf{loss}\,\mathsf{of}\,\mathsf{health}\,\mathsf{worked}\,\mathsf{for}\,\mathsf{the}\,\,\mathsf{player}?$

1	2	3	4	5
Not at all	It was confusing	I figured it out	I think so	(Completely
COMMENTS:				
5. Do you think the	game has enough vist	ual feedback for the	e actions being perfo	ormed?
	1 2 3	3 4 5		
Too Little Feedbac			Гоо Much Feedback	
		~	•	
COMMENTS:				
7. Do vou think the	game has enough aud	dio feedback for the	e actions being perfo	ermed?
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			actions being period	
Too Little Feedbac		3	Гоо Much Feedback	
100 Little I eedbac	^ L L LX		TOO MIDEITT EEDBACK	
COMMENTS:				
3. Please rate the o	verall look and feel of	the game		
		4 5		
Poor		Excelle	nt	
[110	
COMMENTS:				
Q Plansa rota tha m	ameplay experience			
s. Flease rate the g				
D [4 5 XI	.	
Poor		Excelle	nı	
COMMENTS:				

Poor	1	2 3	4	5	Excellent				
COMMENTS:	A IHI	e too le	oud,	try	adding	in	the	Audiomain	menu
					J				
11. What did y	ou think of	the cabin si	ize and l	ayout?	•				
Poor	1	2 3	4	5	Excellent				
COMMENTS:	Didn'	t know	w al	<u> </u>	the doo	rs			
									_
12. Thoughts o	on darknes	s level at nig	ht?						
Poor	1	2 3	4	5	Excellent				
COMMENTS:									
13. How difficu	ult was get	ting the mot	orcycle	parts?					
Too difficult	1	2 3	4	5	Balanced				
COMMENTS:									
14. Is there any	vthing that	detracts fro	m the e	xperie	nce?(ie "Wh	at shou	ld we ren	nove?"}	
()01	100	able	3	ma)) .	the	obje	the	=
							U		
									 :

More things to craft An additional weapon/power-up	
15. Is there any part you feel could use more description or tutorial? Maybe something for controls	
16. Additional comments, suggestions, and feedback	

Modify this docur	nent to	includ	e speci	ific que	stions d	about your game.
1. How easy was i	t to un	dersta	nd the	contro	ls?	
Very Easy	1	2	3	4	5	Very Difficult
COMMENTS:						
2. How easy was i	t to use	e the co	ontrols	?		
Very Easy	1	2	3.	4	5	Very Difficult
COMMENTS:						
3. How difficult w	ere the	enem	ies?			
Too Easy	1	2	3	4/	5	Too Difficult
COMMENTS:						
4. Was there eno	ugh info			olayed o	on the H	HUD?
Too Little		2 V	3	4	5	Too Much
COMMENTS: P	nyler 1	moy	hot	notic	e h	e can repair the door

 ${\bf 5. \ Did \ you \ understand \ how \ loss \ of \ health \ worked \ for \ the \ player?}$

1	2	3	(4)	5
Not at all	It was confusing	I figured it out	1 think so	Completely
COMMENTS:				
•				
6. Do you think the	game has enough vis	ual feedback for the	e actions being perfo	rmed?
Too Little Feedba		3 4 5	Too Much Feedback	
COMMENTS:				
7. Do you think the	game has enough au	dio feedback for the	e actions being perfor	rmed?
	1 2	3 4 5/		
Too Little Feedba	ck		Too Much Feedback	76
COMMENTS: ALL	dio is good,	and the for	andro varie	s depends on
	1 /			
8. Please rate the c	overall look and feel of	the game		
Poor	1 2 3	4 5 Excelle	nt	
COMMENTS: If	I get more	hints on	the screen	, that's would
	4			
9. Please rate the g	gameplay experience			
	1 2 3	4 5 🖟		
Poor		4 5 Excelle	nt	
COMMENTS: 901	neplay is goo	d and has b	of of potentic	1
	. /		E.	

Poor	1 2 3 4 5 Excellent
COMMENTS:	
11. What did y	ou think of the cabin size and layout?
Poor	1 2 3 4/. 5
COMMENTS:	
12. Thoughts o	n darkness level at night?
Poor	1 2 3 4 5 Excellent
COMMENTS:	I feel it's not straight-forward. I didn't notice ut after I realize there is intentional, I like the design
13. How difficu	ılt was getting the motorcycle parts?
Too difficult	1 2 3 4 5 Balanced
COMMENTS:	
14. Is there any	ything that detracts from the experience? (i.e. "What should we remove?")
0	

15. Is ther	e any part you fee	el could use more	description or	tutorial?	
16. Additic	onal comments, su	uggestions, and f	eedback		

Modify this document to include specific questions about your game.								
1. How easy was it to understand the controls?								
Very Easy								
COMMENTS: Straight Comund								
. How easy was it to use the controls?								
Very Easy 2 3 4 5 Very Difficult								
COMMENTS:								
. How difficult were the enemies?								
Too Easy Too Difficult								
COMMENTS: Hard but to Kill zombies at night								
. Was there enough information displayed on the HUD?								
Too Little Too Much								
COMMENTS: reaches 100% multipletimes								

5. Did you understand how loss of health worked for the player?

1 Notat all	2 It was confusing	3 I figured it out	4 I think so	5 Completely
COMMENTS:				
6. Do you think the Too Little Feedba COMMENTS:		3 4 5 	oo Much Feedback	
7. Do you think the	e game has enough aud 1 2 ack		actions being perfo	
COMMENTS:				
8. Please rate the	overall look and feel of	the game		
Poor	1 2 3	4 5 Exceller	nt	
COMMENTS:	Art box	great and	consista	nt
9. Please rate the	gameplay experience	4 5		
Poor COMMENTS:	compilati	$ \begin{array}{c cccc} 4 & 5 \\ \hline & \times & \text{Exceller} \\ & & & & & & & \\ & & & & & & & \\ \end{array} $	ploping s	hooting collection
10. Planca rata the	e audio (tone, volume	cfv atc.)		

Vo

Poor	1 2 3 4 5
COMMENTS:	volume a bit too high (shootig)
11. What did	you think of the cabin size and layout?
Poor	1 2 3 4 5
COMMENTS:	
12. Thoughts	on darkness level at night?
Poor	1 2 3 4 5 Excellent
COMMENTS:	
13. How diffic	ult was getting the motorcycle parts?
Too difficult	1 2 3 4 5 Balanced
COMMENTS:	Never got one!
14. Is there ar	nything that detracts from the experience? (i.e. "What should we remove?")

	Maybe	mole	Jabins,	So th	xat pla	iyes ca	in valk
15. Is tl	here any part yo	ou feel could us ว่าคน เราน	e more descrip	tion or tutori ShovM	for a	bit 1	onge(·
16. Add	ditional comme	nts, suggestion	s, and feedbacl	K			

Poor	1 2 3 4 5
COMMENTS:	
11. What did you	u think of the cabin size and layout?
Poor	1 2 3 4 5 Excellent
COMMENTS:	Good enough
	Ų.
12. Thoughts on	darkness level at night?
Poor	1 2 3 4 5
COMMENTS:	Prant really notice the difference
13. How difficult	t was getting the motorcycle parts?
Too difficult	1 2 3 4 5
COMMENTS:	Luck based?
14. Is there anyt	hing that detracts from the experience? (i.e. "What should we remove?")
_	Nothing much

Is there any pa	rt vou feel could	use more descripti	ion or tutorial?			
	-	metorogide				
		2				
Additional com	ments suggestia	ons, and feedback				
		shooter.		the	down	
	,	U6.00			(

Modify this doc	cument to include specific questions about your game.	
1. How easy wa	as it to understand the controls?	
Very Easy	1 2 3 4 5 Very Difficult	
COMMENTS:		
		_
2. How easy wa	as it to use the controls?	
Very Easy	1 2 3 4 5 Very Difficult	
COMMENTS:		
		-
3. How difficult Too Easy	were the enemies? 1 2 3 4 5 Too Difficult	
COMMENTS:		-
		-
4. Was there er	nough information displayed on the HUD?	
Too Little	1 2 3 4 5 Too Much	
COMMENTS:	Didn't know initially that crafting had steer felt like a boy to repeat 4 times	
0/8 m	otorcycle parts	
	erstand how loss of health worked for the player?	
Ves,	got touched	

1	2	3	4	([°] 5)
Not at all	It was confusing	I figured it out	I think so	Completely
COMMENTS:				
6. Do you think the	e game has enough vis	ual feedback for the	actions being perfo	rmed?
	1 2 /	3 4 5		
Too Little Feedba	ack	Т	oo Much Feedback	
_			20 d - 1 1	
COMMENTS: U	lidik hotse	When I	got hit	
7. Do you think the	e game has enough au	dio feedback for the	actions being perfo	rmed?
,	1 7	2 / . [
Too Little Feedba	ack Z		oo Much Feedback	
100 Little 1 ccdbc				
COMMENTS:	un too	one given	itr for	e rate
8. Please rate the	overall look and feel of	f the game		
		A E		
Poor		Exceller	nt	
1001		EEXCENCE		
COMMENTS:				
O Please rate that	ramanlay ayaarian sa			
o. rieaserate the	gameplay experience			
_	1 2 3	5 Exceller		
Poor		L Exceller		A 1 1
COMMENTS:	ZFRn 1	PARTS	AAA	MMM
	CURV	1/2/0		

Modify this documen	it to includ	e specific que	estions	about your game.
1. How easy was it to	understa	nd the contro	ls?	
Very Easy	2	3 4	5	Very Difficult
COMMENTS:				
2. How easy was it to			5	
Very Easy				Very Difficult
COMMENTS:				
3. How difficult were 1 Too Easy COMMENTS:			5	Too Difficult
COMMENTS.				
4. Was there enough		on displayed o		
Too Little				Too Much
COMMENTS:				

5. Did you understand how loss of health worked for the player?

1	2	3	4	5
Not at all	It was confusing	I figured it out	I think so	Completely
COMMENTS:	Pily 4 lose	. hedsh		
6. Do you think the	game has enough vis	ual feedback for the	actions being perf	formed?
Too Little Feedba	1 2 3	3 4 5	oo Much Feedbac	k
COMMENTS:	like thet	te pile	es get s	Smaller in style
7. Do you think the	game has enough aud	dio feedback for the	actions being perf	formed?
Too Little Feedba			oo Much Feedbac	k
COMMENTS:				
8. Please rate the c	overall look and feel of	the game		
Poor	1 2 3	5 Exceller	nt	
COMMENTS:				
-				
9. Please rate the g	gameplay experience	/		
Poor	1 2 3	4 5 Exceller	nt	
COMMENTS:				
-				

1 2 3 4 5 Poor
COMMENTS:
11. What did you think of the cabin size and layout?
1 2 3 4 5 Poor
COMMENTS:
12. Thoughts on darkness level at night? Poor Excellent
COMMENTS:
13. How difficult was getting the motorcycle parts? 1 2 3 4 5
Too difficult Balanced
COMMENTS: I gethered from several piles hith a good
14. Is there anything that detracts from the experience? (i.e. "What should we remove?")

GAME-NA	ME Pla	y Tes	sting:	-	THE	. Behr	Cirylls	Grane
Modify this do	ocument to	o includ	e speci	ific que	stions	about your game	ę.	
1. How easy v	vas it to ur	ndersta	nd the	contro	ls?			
Very Easy		2	3	4	5	Very Difficult		
COMMENTS:								
2. How easy v	vas it to us	e the c	ontrols	;?				
Very Easy		2	3	4	5	Very Difficult		
COMMENTS:								
3. How difficu	ılt were th	e enem	nies?					
Too Easy	1	2	3	4	5	Too Difficult		
COMMENTS:								
4. Was there	enough int	formati	on disp	olayed	on the	HUD?		
Too Little		2	<u>X</u>	4	5	Too Much		
COMMENTS:	Hud	el	eme	wts.	W	ere ver	small	 -
***								_

5. Did you understand how loss of health worked for the player?

1	2	3	4	5
Not at all	It was confusing	I figured it out	I think so	Completely
COMMENTS: It	was diff	(icult to	Notice	when health
6. Do you think the g	ame has enough vis 1 2	ual feedback for the 3 4 5	actions being pe	rformed?
Too Little Feedback			oo Much Feedba	nck
COMMENTS: CO	llecting a to see	d attock	ng are	goot, damage
7. Do you think the g	ame has enough au	dio feedback for the	actions being pe	rformed?
Too Little Feedback		×	oo Much Feedba	ack
COMMENTS: Col	iest audio	! Fits v	vell wit	h the ort
8. Please rate the ov	erall look and feel o	f the game		
Poor	1 2 3	4 5 Excellen		
COMMENTS: I	like the	8-6.7	ityle	
9. Please rate the ga	meplay experience			A
Poor	1 2 3	4 5 Excellen	t	
COMMENTS: Comments: Comments:	ood tw.n.	-Stack Shoc	ler, pro	gregion was

Poor Excellent
COMMENTS:
11. What did you think of the cabin size and layout?
1 2 3 4 5 Poor
COMMENTS: The map is a little big
12. Thoughts on darkness level at night?
Poor Excellent
COMMENTS:
13. How difficult was getting the motorcycle parts?
Too difficult $X = X$ Balanced
COMMENTS: Broken mechanic
14. Is there anything that detracts from the experience? (i.e. "What should we remove?")

Is there any part y	ou feel could use more de	scription	or tutoria	l?		
	the player				Cerpin	and
Additional comme	ents, suggestions, and feed	dback				

Adam Rhoades

GAME-NAME Play Testing:

Modify this document to include specific questions about your game.
1. How easy was it to understand the controls?
Very Easy 1 2 3 4 5 Very Difficult
comments: Intuitive Controls! I liked that I could interact with the game while gathering
2. How easy was it to use the controls?
Very Easy 1 2 3 4 5 Very Difficult
COMMENTS: Initially I was confused by door rehoval
3. How difficult were the enemies?
Too Easy Too Difficult
COMMENTS: Maybe different enemies that are
4. Was there enough information displayed on the HUD?
Too Little Too Much
COMMENTS:
5. Did you understand how loss of health worked for the player?

1		2	3	4	5	
Not at al	l It was	confusing	I figured it out	I think so	Completely	
COMMENTS:	Would	like	Some	teed back	on heal	<u>th</u>
6. Do you thin	k the game ha	s enough visu	al feedback for t	he actions being perfo	rmed?	
Too Little Fe	1 edback	2 3] [X	4 5	Too Much Feedback		
COMMENTS:	Particle	s are	always	s at un a	Alitian	
7. Do you thin	k the game ha	s enough aud	io feedback for t	he actions being perfo	rmed?	
Too Little Fe			4 5	Too Much Feedback		
COMMENTS:	Didnit	hear	any	audio		
			· · · · · · · · · · · · · · · · · · ·			
8. Please rate	the overall loo	k and feel of t	the game			
Poor	1 2	3 4	5 Excell	lent		
COMMENTS:	I like	- the	- look	and fee	1 !	
						_
9. Please rate	the gameplay	experience				
Poor	1 2	3 4	5 Excell	lent		
COMMENTS:	+ un	Shootin	g/collec	sting/buil	ding mini	gan

Poor Excellent
COMMENTS: Couldn't near audio
11. What did you think of the cabin size and layout?
Poor Excellent
COMMENTS: I like the idea of additional doors
being created as the nights progress
12. Thoughts on darkness level at night?
Poor Excellent
comments: I struggled to tell when it was become non night was very dark this might use a good things very dark this
13. How difficult was getting the motorcycle parts?
Too difficult Balanced
COMMENTS: Spawn rate being higher would be Mile Thinks the idea of spawn rate being higher further from the cabin
14. Is there anything that detracts from the experience? (i.e. "What should we remove?")

303565, 40	ster enemie		
	being to	-	parts
5. Additional commer	nts, suggestions, and fee	dback	



Modify this document to include specific questions about your game.	
1. How easy was it to understand the controls?	
Very Easy 2 3 4 5 Very Difficult	
COMMENTS:	_
2. How easy was it to use the controls?	_
Very Easy	
COMMENTS:	_
3. How difficult were the enemies? Too Easy Too Difficult COMMENTS:	
4. Was there enough information displayed on the HUD? Too Little Too Much COMMENTS:	

5. Did you understand how loss of health worked for the player?

1	2	3	4	5
Not at all	It was confusing	I figured it out	I think so	Completely
CON 4D 4ED ITC.				
COMMENTS:				
6. Do you think the	e game has enough vis	ual feedback for the	actions being perfo	ormed?
Too Little Feedba		3 4 5	oo Much Feedback	
COMMENTS:				
7. Do you think the	game has enough au	dio feedback for the	actions being perfo	ormed?
	1 2	3 4 5		
Too Little Feedba	ck	то	oo Much Feedback	
COMMENTS:				
COMMENTS.				
8 Please rate the	overall look and feel of	the same		
o. Flease face tile t				
Poor	$\begin{array}{c c} 1 & 2 & 3 \\ \hline \end{array}$	4 5 Excellen	+	
7001		Excellen	·	
COMMENTS:				
9. Please rate the s	gameplay experience			
		4 5		
Poor		Excellen	t	
COMMENTS:				

Poor	1 2 3 4 5 Excellent
COMMENTS:	
11. What did you	u think of the cabin size and layout?
Poor	1 2 3 4 5
COMMENTS:	denoity's too low.
ener	ney were / puzzle wise
12. Thoughts on	darkness level at night?
Poor	1 2 3 4 5
COMMENTS:	
13. How difficult	was getting the motorcycle parts?
Too difficult	1 2 3 4 5 Balanced
COMMENTS:	
V 1	hing that detracts from the experience? (i.e. "What should we remove?")

15. Is there any part you feel could use more description or tutorial?
16. Additional comments, suggestions, and feedback

Modify this doc	ument to	includ	e spec	ific que	stions (bout your game.		
1. How easy wa	ıs it to un	dersta	nd the	contro	ls?			
Very Easy	1	2	3	4	5	Very Difficult		
COMMENTS:								
2. How easy wa	ıs it to us	e the c	ontrols	s?				
Very Easy		2	3	4	5	Very Difficult		
COMMENTS:	nold gyle	or		Z WTO	Push - col	D, Repa	ne e/W	stace
3. How difficult	were the	e enem	nies?					
Too Easy	1	2	3	4	5	Too Difficult		
COMMENTS:								
4. Was there er	nough inf	ormati	on disp	olayed	on the I	IUD?		
Too Little	1	2	3	4	5	Too Much		
COMMENTS:								

 $5. \ \, \text{Did you} \, \text{understand how loss of health worked for the player?}$

1	2 3		(4)	5
Not at all	It was confusing	I figured it out	I think so	Completely
COMMENTS:				
5. Do you think the	game has enough vis	ual feedback for the	e actions being perfo	ormed?
Too Little Feedba		3 4 5 1	oo Much Feedback	
COMMENTS:				
7. Do you think the	game has enough au	dio feedback for the	actions being perfo	ormed?
	1 2	3 4 5		
Too Little Feedba	ck 🔲 🔲		oo Much Feedback	
COMMENTS:	Not avid	foul		
3. Please rate the c	verall look and feel of	the game		
	1 2 3	4 5		
Poor		Exceller	nt	
COMMENTS:				
9. Please rate the g	ameplay experience			
	1 2 3	4 5		
Poor		Exceller	nt	
COMMENTS:				

Poor		2	3	4	5	Excellent
COMMENTS:						
11. What did you	think	of the c	abin siz	ze and	layout	?
Poor		2	3	4	5	Excellent
COMMENTS:						
12. Thoughts on	darkne	ss level	l at nigh	nt?		
Poor		2	3	4	5	Excellent
COMMENTS:						
13. How difficult	was ge	ttingth	ie moto	orcycle	parts?	
Too difficult	1	2	3	4	5	Balanced
COMMENTS:						
14. Is there anyth	ning tha	t detra	icts fro	m the e	experie	ence? (i.e. "What should we remove?")

15. Is there any part you feel could use more description or tutorial?
16. Additional comments, suggestions, and feedback