

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:

2. How easy was it to use the controls?

Very Easy 1 2 3 4 5 Very Difficult
☒ ☐ ☐ ☐ ☐

COMMENTS:

3. How difficult were the enemies?

Too Easy 1 2 3 4 5 Too Difficult
☐ ☒ ☐ ☐ ☐

COMMENTS:

Very impressed with AI

4. Was there enough information displayed on the HUD?

Too Little 1 2 3 4 5 Too Much
☐ ☒ ☐ ☐ ☐

COMMENTS:

UI could be bigger

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

1
Not at all

2
It was confusing

3
I figured it out

4
I think so

5
Completely

COMMENTS:

6. Do you think the game has enough visual feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5 Too Much Feedback
☐ ☐ ☒ ☐ ☐

COMMENTS:

7. Do you think the game has enough audio feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5 Too Much Feedback
☐ ☐ ☒ ☐ ☐

COMMENTS:

8. Please rate the overall look and feel of the game

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☒ ☐

COMMENTS:

9. Please rate the gameplay experience

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☒ ☐

COMMENTS:

10. Please rate the audio (tone, volume, sfx, etc.)

Poor 1 2 3 4 5
 ☐ ☐ ☐ ☒ ☐ Excellent

COMMENTS: A little too loud, try adding in the Audiomain menu

11. What did you think of the cabin size and layout?

Poor 1 2 3 4 5
 ☐ ☐ ☐ ☒ ☒ Excellent

COMMENTS: Didn't know about the doors

12. Thoughts on darkness level at night?

Poor 1 2 3 4 5
 ☐ ☐ ☐ ☐ ☒ Excellent

COMMENTS:

13. How difficult was getting the motorcycle parts?

Too difficult 1 2 3 4 5
 ☒ ☐ ☐ ☐ ☐ Balanced

COMMENTS:

14. Is there anything that detracts from the experience? (i.e. "What should we remove?")

Gotta be able to complete the objective

13. Is there anything that is missing from the experience? (i.e. "What should we add?")

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

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☐ ☐ ☒ ☐ ☐

COMMENTS:

3. How difficult were the enemies?

Too Easy 1 2 3 4 5 Too Difficult
☐ ☐ ☐ ☒ ☐

COMMENTS:

4. Was there enough information displayed on the HUD?

Too Little 1 2 3 4 5 Too Much
☐ ☒ ☐ ☐ ☐

COMMENTS: Player may not notice he can repair the door

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:

6. Do you think the game has enough visual feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5
☐ ☐ ☐ ☒ ☐ Too Much Feedback

COMMENTS:

7. Do you think the game has enough audio feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5
☐ ☐ ☐ ☐ ☒ Too Much Feedback

COMMENTS: Audio is good, and the audio varies depends on where the player is. That's really cool.

8. Please rate the overall look and feel of the game

Poor 1 2 3 4 5
☐ ☐ ☐ ☐ ☒ Excellent

COMMENTS: If I see more hints on the screen, that's would be awesome.

9. Please rate the gameplay experience

Poor 1 2 3 4 5
☐ ☐ ☐ ☐ ☒ Excellent

COMMENTS: gameplay is good and has lot of potential

10. Please rate the audio (tone, volume, sfx, etc.)

Poor 1 2 3 4 5
 ☐ ☐ ☐ ☐ ☒ Excellent

COMMENTS:

11. What did you think of the cabin size and layout?

Poor 1 2 3 4 5
 ☐ ☐ ☐ ☒ ☐ Excellent

COMMENTS:

12. Thoughts on darkness level at night?

Poor 1 2 3 4 5
 ☐ ☐ ☐ ☒ ☐ Excellent

COMMENTS:

I feel it's not straight-forward. I didn't notice that, but after I realize there is intentional, I like the design

13. How difficult was getting the motorcycle parts?

Too difficult 1 2 3 4 5
 ☐ ☒ ☐ ☐ ☐ Balanced

COMMENTS:

14. Is there anything that detracts from the experience? (i.e. "What should we remove?")

13. Is there anything that is missing from the experience? (i.e. "What should we add?")

15. Is there any part you feel could use more description or tutorial?

16. Additional comments, suggestions, and feedback

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Very Easy 1 2 3 4 5 Very Difficult
☐ ☒ ☐ ☐ ☐

COMMENTS:

straight forward

2. How easy was it to use the controls?

Very Easy 1 2 3 4 5 Very Difficult
☒ ☐ ☐ ☐ ☐

COMMENTS:

3. How difficult were the enemies?

Too Easy 1 2 3 4 5 Too Difficult
☐ ☐ ☐ ☒ ☐

COMMENTS:

Hard ~~not~~ to kill zombies at night

4. Was there enough information displayed on the HUD?

Too Little 1 2 3 4 5 Too Much
☐ ☐ ☒ ☐ ☐

COMMENTS:

reaches 100% multiple times

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

~~yes~~

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 game has enough visual feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5 Too Much Feedback
 ☐ ☒ ☐ ☐ ☐

COMMENTS: more visual feed back when player gets hit

7. Do you think the game has enough audio feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5 Too Much Feedback
 ☐ ☐ ☒ ☒ ☐

COMMENTS:

8. Please rate the overall look and feel of the game

Poor 1 2 3 4 5 Excellent
 ☐ ☐ ☐ ☐ ☒

COMMENTS: Art look great and consistant

9. Please rate the gameplay experience

Poor 1 2 3 4 5 Excellent
 ☐ ☐ ☐ ☐ ☒

COMMENTS: combination of exploring, shooting, collecting.

10. Please rate the audio (tone, volume, sfx, etc.)

Vo

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☒ ☐

COMMENTS: volume a bit too high (shooting)

11. What did you think of the cabin size and layout?

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☒ ☐

COMMENTS:

12. Thoughts on darkness level at night?

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☐ ☒

COMMENTS:

13. How difficult was getting the motorcycle parts?

Too difficult 1 2 3 4 5 Balanced
☒ ☐ ☐ ☐ ☐

COMMENTS: Never got one!

14. Is there anything that detracts from the experience? (i.e. "What should we remove?")

13. Is there anything that is missing from the experience? (i.e. "What should we add?")

Maybe more cabins, so that player can walk around

15. Is there any part you feel could use more description or tutorial?

Objective could be shown for a bit longer.

16. Additional comments, suggestions, and feedback

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☐ ☐

COMMENTS:

11. What did you think of the cabin size and layout?

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☒ ☐

COMMENTS:

Good enough

12. Thoughts on darkness level at night?

Poor 1 2 3 4 5 Excellent
☐ ☐ ☒ ☐ ☐

COMMENTS:

Didn't really notice the difference

13. How difficult was getting the motorcycle parts?

Too difficult 1 2 3 4 5 Balanced
☐ ☐ ☒ ☐ ☐

COMMENTS:

Luck based ?

14. Is there anything that detracts from the experience? (i.e. "What should we remove?")

Nothing much

13. Is there anything that is missing from the experience? (i.e. "What should we add?")

15. Is there any part you feel could use more description or tutorial?

How to collect motorcycle parts

16. Additional comments, suggestions, and feedback

Perfect for a shooter. I loved the dash!

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COMMENTS:

2. How easy was it to use the controls?

Very Easy 1 ☒ 2 ☐ 3 ☐ 4 ☐ 5 ☐ Very Difficult

COMMENTS:

3. How difficult were the enemies?

Too Easy 1 ☒ 2 ☐ 3 ☐ 4 ☐ 5 ☐ Too Difficult

COMMENTS:

4. Was there enough information displayed on the HUD?

Too Little 1 ☐ 2 ☒ 3 ☐ 4 ☐ 5 ☐ Too Much

COMMENTS: Didn't know initially that crafting had multiple steps- felt like a bug to repeat 4 times
0/8 motorcycle parts

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

Yes, 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 game has enough visual feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5
 ☐ ☒ ☐ ☐ ☐ Too Much Feedback

COMMENTS: Didn't notice when I got hit

7. Do you think the game has enough audio feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5
 ☐ ☐ ☐ ☒ ☐ Too Much Feedback

COMMENTS: Gun too loud given its fire rate

8. Please rate the overall look and feel of the game

Poor 1 2 3 4 5
 ☐ ☐ ☐ ☐ ☒ Excellent

COMMENTS:

9. Please rate the gameplay experience

Poor 1 2 3 4 5
 ☐ ☐ ☐ ☒ ☐ Excellent

COMMENTS: ZERO PARTS AAAAAA

10. Please rate the audio (tone, volume, sfx, etc.)

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COMMENTS:

2. How easy was it to use the controls?

Very Easy 1 ☒ 2 ☐ 3 ☐ 4 ☐ 5 ☐ Very Difficult

COMMENTS:

3. How difficult were the enemies?

Too Easy 1 ☐ 2 ☐ 3 ☒ 4 ☐ 5 ☐ Too Difficult

COMMENTS:

4. Was there enough information displayed on the HUD?

Too Little 1 ☐ 2 ☐ 3 ☒ 4 ☐ 5 ☐ 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: I didn't lose health

6. Do you think the game has enough visual feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5 Too Much Feedback
☐ ☐ ☒ ☐ ☐

COMMENTS: I like that the piles get smaller in steps

7. Do you think the game has enough audio feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5 Too Much Feedback
☐ ☐ ☒ ☐ ☐

COMMENTS:

8. Please rate the overall look and feel of the game

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☒ ☐

COMMENTS:

9. Please rate the gameplay experience

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☐ ☒

COMMENTS:

10. Please rate the audio (tone, volume, sfx, etc.)

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☒ ☐

COMMENTS:

11. What did you think of the cabin size and layout?

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☒ ☐

COMMENTS:

12. Thoughts on darkness level at night?

Poor 1 2 3 4 5 Excellent
☐ ☐ ☒ ☐ ☐

COMMENTS:

13. How difficult was getting the motorcycle parts?

Too difficult 1 2 3 4 5 Balanced
☐ ☐ ☐ ☐ ☒

COMMENTS:

I gathered from several piles with a good amount of challenge if the parts had been there

14. Is there anything that detracts from the experience? (i.e. "What should we remove?")

No

13. Is there anything that is missing from the experience? (i.e. "What should we add?")

The cabin winter could be better, but the
was no reason to stay in there

15. Is there any part you feel could use more description or tutorial?

OK

16. Additional comments, suggestions, and feedback

Great game!

GAME-NAME Play Testing: *The Behr Grylls Game*

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:

2. How easy was it to use the controls?

Very Easy 1 2 3 4 5 Very Difficult
☒ ☐ ☐ ☐ ☐

COMMENTS:

3. How difficult were the enemies?

Too Easy 1 2 3 4 5 Too Difficult
☒ ☐ ☐ ☐ ☐

COMMENTS:

4. Was there enough information displayed on the HUD?

Too Little 1 2 3 4 5 Too Much
☐ ☐ ☒ ☐ ☐

COMMENTS: *hud elements were very 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 difficult to notice when health was lost

6. Do you think the game has enough visual feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5 Too Much Feedback
☒ ☐ ☐ ☐ ☐

COMMENTS: Collecting and attacking are good, damage was hard to see

7. Do you think the game has enough audio feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5 Too Much Feedback
☐ ☐ ☒ ☐ ☐

COMMENTS: Great audio! Fits well with the art

8. Please rate the overall look and feel of the game

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☐ ☒

COMMENTS: I like the 8-bit style

9. Please rate the gameplay experience

Poor 1 2 3 4 5 Excellent
☐ ☐ ☒ ☐ ☐

COMMENTS: Good twin-stick shooter, progression was broken

10. Please rate the audio (tone, volume, sfx, etc.)

Poor 1 2 3 4 5 Excellent
 ☐ ☐ ☐ ☐ ☒

COMMENTS:

11. What did you think of the cabin size and layout?

Poor 1 2 3 4 5 Excellent
 ☐ ☐ ☐ ☒ ☐

COMMENTS: *The map is a little big*

12. Thoughts on darkness level at night?

Poor 1 2 3 4 5 Excellent
 ☐ ☐ ☐ ☒ ☐

COMMENTS:

13. How difficult was getting the motorcycle parts?

Too difficult 1 2 3 4 5 Balanced
 ☒ ☐ ☐ ☐ ☐

COMMENTS: *Broken mechanic*

14. Is there anything that detracts from the experience? (i.e. "What should we remove?")

13. Is there anything that is missing from the experience? (i.e. "What should we add?")

15. Is there any part you feel could use more description or tutorial?

Encouraging the player to leave the cabin and
explore would be nice

16. Additional comments, suggestions, and feedback

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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 removal

3. How difficult were the enemies?

Too Easy 1 2 3 4 5 Too Difficult
☐ ☒ ☐ ☐ ☐

COMMENTS: Maybe different enemies that are
faster, and/or boss enemies

4. Was there enough information displayed on the HUD?

Too Little 1 2 3 4 5 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: Would like some feedback on health loss

6. Do you think the game has enough visual feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5
 ☐ ☐ ☒ ☐ ☐ Too Much Feedback

COMMENTS: Particles are always a fun addition

7. Do you think the game has enough audio feedback for the actions being performed?

Too Little Feedback 1 2 3 4 5
 ☒ ☐ ☐ ☐ ☐ Too Much Feedback

COMMENTS: Didn't hear any audio

8. Please rate the overall look and feel of the game

Poor 1 2 3 4 5
 ☐ ☐ ☐ ☐ ☒ Excellent

COMMENTS: I like the look and feel!

9. Please rate the gameplay experience

Poor 1 2 3 4 5
 ☐ ☐ ☐ ☐ ☒ Excellent

COMMENTS: fun shooting/collecting/building minigame

10. Please rate the audio (tone, volume, sfx, etc.)

Poor 1 2 3 4 5 Excellent
☒ ☐ ☐ ☐ ☐

COMMENTS: Couldn't hear audio

11. What did you think of the cabin size and layout?

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☐ ☒

COMMENTS: I like the idea of additional doors being created as the nights progress

12. Thoughts on darkness level at night?

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☒ ☐

COMMENTS: I struggled to tell when it was becoming night until it was very dark. (This might be a good thing)

13. How difficult was getting the motorcycle parts?

Too difficult 1 2 3 4 5 Balanced
☐ ☐ ☐ ☐ ☐

COMMENTS: Spawn rate being higher would be nice I like 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?")

13. Is there anything that is missing from the experience? (i.e. "What should we add?")

Bosses, faster enemies

15. Is there any part you feel could use more description or tutorial?

The goal being to collect Motorcycle parts

16. Additional comments, suggestions, and feedback

Xingyu Wang

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COMMENTS:

2. How easy was it to use the controls?

Very Easy 1 2 3 4 5 Very Difficult
☒ ☐ ☐ ☐ ☐

COMMENTS:

3. How difficult were the enemies?

Too Easy 1 2 3 4 5 Too Difficult
☒ ☐ ☐ ☐ ☐

COMMENTS:

4. Was there enough information displayed on the HUD?

Too Little 1 2 3 4 5 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:

6. Do you think the game has enough visual feedback for the actions being performed?

1 2 3 4 5
Too Little Feedback ☐ ☐ ☒ ☐ ☐ Too Much Feedback

COMMENTS:

7. Do you think the game has enough audio feedback for the actions being performed?

1 2 3 4 5
Too Little Feedback ☐ ☐ ☒ ☐ ☐ Too Much Feedback

COMMENTS:

8. Please rate the overall look and feel of the game

1 2 3 4 5
Poor ☐ ☒ ☐ ☐ ☐ Excellent

COMMENTS:

9. Please rate the gameplay experience

1 2 3 4 5
Poor ☐ ☒ ☐ ☐ ☐ Excellent

COMMENTS:

10. Please rate the audio (tone, volume, sfx, etc.)

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☒ ☐

COMMENTS:

11. What did you think of the cabin size and layout?

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☐ ☐

COMMENTS:

density is too low
enemy wise / puzzle wise

12. Thoughts on darkness level at night?

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☐ ☐

COMMENTS:

13. How difficult was getting the motorcycle parts?

Too difficult 1 2 3 4 5 Balanced
☐ ☐ ☐ ☐ ☐

too easy

COMMENTS:

14. Is there anything that detracts from the experience? (i.e. "What should we remove?")

May is too large

13. Is there anything that is missing from the experience? (i.e. "What should we add?")

15. Is there any part you feel could use more description or tutorial?

16. Additional comments, suggestions, and feedback

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 ☒ ☐ ☐ ☐ ☐ Very Difficult

COMMENTS:

2. How easy was it to use the controls?

Very Easy 1 2 3 4 5
 ☐ ☐ ☐ ☒ ☐ Very Difficult

COMMENTS:

*can't hold E & push D, Replace E/W space
or toggle or auto-called*

3. How difficult were the enemies?

Too Easy 1 2 3 4 5
 ☐ ☒ ☐ ☐ ☐ Too Difficult

COMMENTS:

4. Was there enough information displayed on the HUD?

Too Little 1 2 3 4 5
 ☐ ☐ ☒ ☐ ☐ 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:

6. Do you think the game has enough visual feedback for the actions being performed?

1 2 3 4 5
Too Little Feedback ☐ ☐ ☒ ☐ ☐ Too Much Feedback

COMMENTS:

7. Do you think the game has enough audio feedback for the actions being performed?

1 2 3 4 5
Too Little Feedback ☐ ☐ ☐ ☒ ☐ Too Much Feedback

COMMENTS:

Not audio feedback

8. Please rate the overall look and feel of the game

1 2 3 4 5
Poor ☐ ☐ ☒ ☐ ☐ Excellent

COMMENTS:

9. Please rate the gameplay experience

1 2 3 4 5
Poor ☐ ☐ ☒ ☐ ☐ Excellent

COMMENTS:

10. Please rate the audio (tone, volume, sfx, etc.)

Poor 1 2 3 4 5 Excellent
☐ ☒ ☐ ☐ ☐

COMMENTS:

11. What did you think of the cabin size and layout?

Poor 1 2 3 4 5 Excellent
☐ ☒ ☐ ☐ ☐

COMMENTS:

12. Thoughts on darkness level at night?

Poor 1 2 3 4 5 Excellent
☐ ☐ ☐ ☐ ☐

COMMENTS:

13. How difficult was getting the motorcycle parts?

Too difficult 1 2 3 4 5 Balanced
☒ ☐ ☐ ☐ ☐

COMMENTS:

14. Is there anything that detracts from the experience? (i.e. "What should we remove?")

13. Is there anything that is missing from the experience? (i.e. "What should we add?")

15. Is there any part you feel could use more description or tutorial?

16. Additional comments, suggestions, and feedback
