Generic Fantasy Game X Questionnaire

# Question 1: On a scale of 1 – 5(from 1 being least satisfying, to 5 being most satisfying), how satisfying was the controls? If unsatisfying, what changes would you make to it?

1 2 3 4 5

# Question 2: On a scale of 1 – 5(from 1 being least satisfying, to 5 being most satisfying), how satisfying was the combat mechanic? If unsatisfying, what changes or improvements would you suggest for it and why?

1 2 3 4 5

# Question 3: On a scale of 1 -5(from 1 being least satisfying, to 5 being most satisfying), how smooth did you find the movement of the player? If a 1, why was it unsatisfactory?

1 2 3 4 5

# Question 4: If you found a bug in the game, how did you encounter this bug and what happened?

# Question 5: Which mechanic or feature of the game did you enjoy the most and why?

# Question 6: Which mechanic or feature did you find lacking the most and why? How would you suggest to improve this feature?

# Question 7: What was your impression on the map generation and do you find it effective on a scale of 1 – 5, with 5 being very effective?

1 2 3 4 5

# Question 8: What features did you find unnecessary, distracting or was completely ignored when playing the game?

# Question 9: If you could change something about the game with the features it currently has what would it be, why and how?

# Question 10: On a scale of 1 – 5(from 1 being poor, to 5 being Excellent), what was your impression of the prototype and why?

1 2 3 4 5