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 are the camera 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) what was your impression of the UI and how would you improve it?

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: How clear are the instructions and what else would you include if it was unclear?

# 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 is your impression of the basic combat animation? Would you suggest any improvements?

# Question 8: Based on the Current UI & Controls, is there any changes or issues with how you interact with 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 game and why?

1 2 3 4 5