

Responses Overview Active

Responses

14

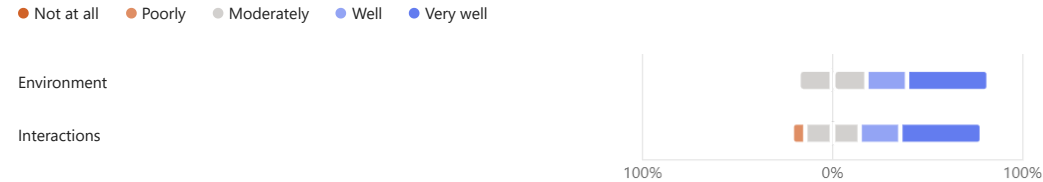
Average Time

23:06

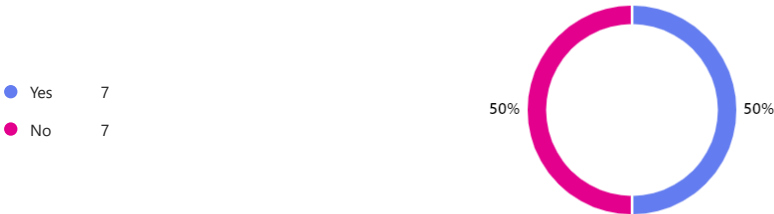
Duration

2 Days

1. How well was depression represented by...



2. Did you realize that you could turn the room's light on?



3. Did you struggle to know what to do during the level?



4. Overall, how would you rate this level?



5. Is there anything you'd like to add?

9  
Responses

Latest Responses

"First time playing I went first to the wardrobe and it sorta immediately pushed m... "  
"Maybe option if you wanna check the wardrobe, it was the second thing I've don... "  
...

3 respondents (33%) answered level for this question.

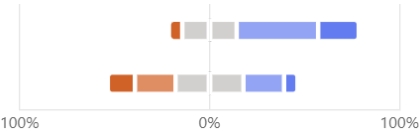


6. How well did the level represent depression?

Not at all Poorly Moderately Well Very well

Environment

Gameplay mechanics



7. What did you find the most difficult? (From most to least)

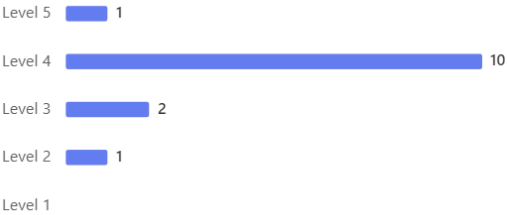
- 1 Jumping on the platforms
- 2 Fighting the skeletons
- 3 Finding the skeletons



8. Overall, how would you rate this level?

3.79

Average Rating



9. Is there anything you'd like to add?

10  
Responses

Latest Responses

"Before discovering that Sprint exists the platforms were really difficult. When figh... "  
"Solid introduction. I am not super sure what this game is meant to represent, but ... "  
...

4 respondents (40%) answered level for this question.

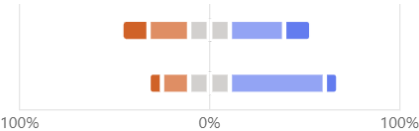


10. How well did the level represent depression?

Not at all Poorly Moderately Well Very well

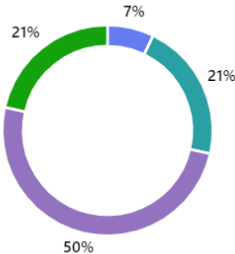
Environment

Gameplay mechanics



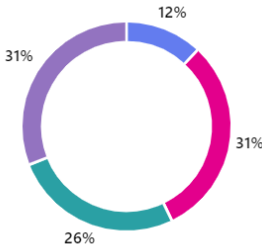
11. How difficult was the boss fight?

Very easy 1  
Easy 0  
Moderate 3  
Hard 7  
Very hard 3

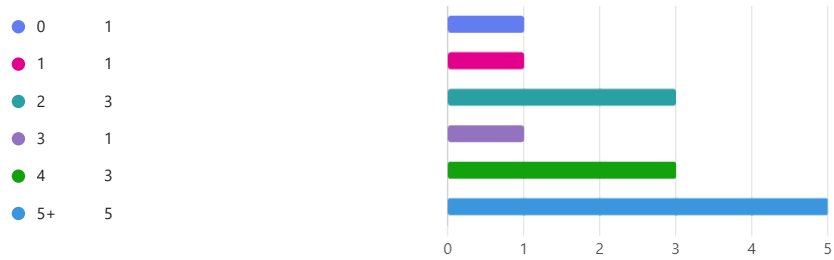


12. What skills did you notice the boss use?

Teleport 5  
Short attack 13  
Summoning skeletons 11  
Chain skill 13



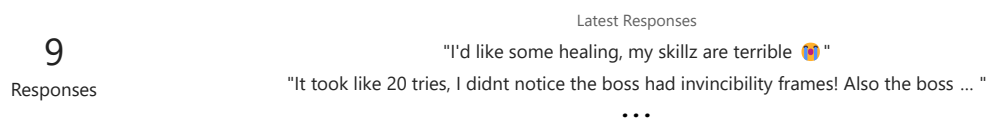
13. How many times did you die?



14. Overall, how would you rate this level?



15. Is there anything you'd like to add?



4 respondents (44%) answered boss for this question.

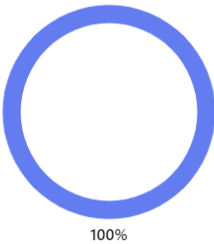


16. How well did the shift in the mood after the depression platformer feel?



17. Did you realize you could tidy things up?

● Yes	14
● No	0

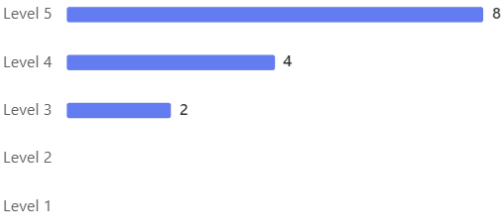


18. Did the tidying feel satisfying?

● Yes	8
● Partly	6
● No	0



19. Overall, how would you rate the design of this level?



20. Is there anything you'd like to add?

0  
Responses

0 responses submitted



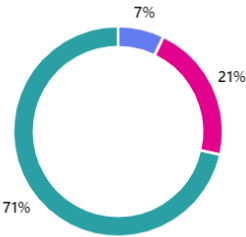
21. Did you realize you could stomp the spiders?

Yes	13
No	1



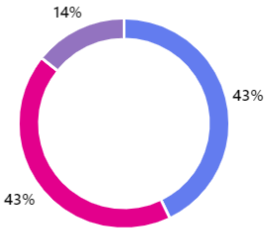
22. Did you realize that killing the spiders would affect something?

Yes	1
Partly	3
No	10

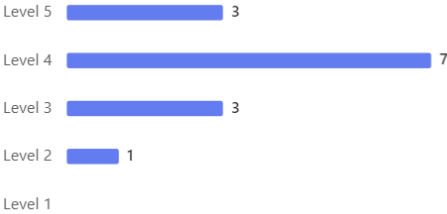


23. Did the poem "Mercy" by Rudy Francisco add meaning or emotional weight to the level?

Very much	6
Slightly	6
Not at all	0
I'm not sure	2



24. Overall, how would you rate this level?

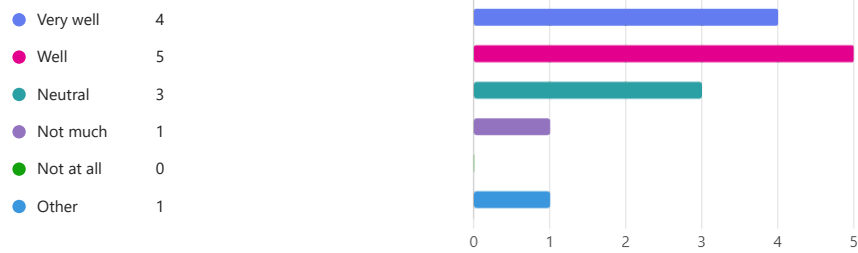


25. Is there anything you'd like to add?



Latest Responses  
...

26. How well did the conversation represent social anxiety?



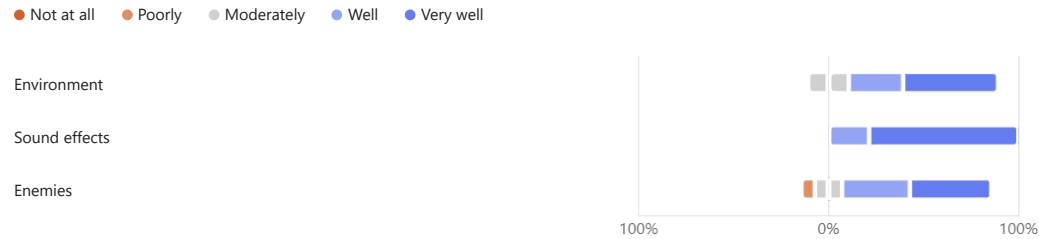
27. Did Patrick's font size make him seem shy, timid or uncomfortable?



28. Is there anything you'd like to add?



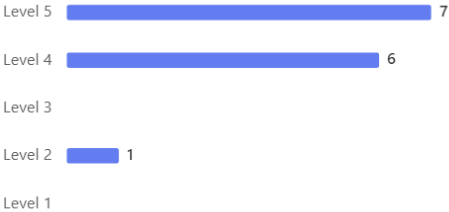
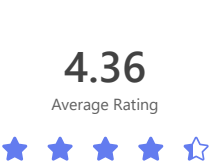
29. How well did this level represent social anxiety?



30. How difficult did you find this level?



31. Overall, how would you rate this level?



32. Is there anything you'd like to add?



Latest Responses

"I really liked the voices"

"It did felt like a struggle to finish this one. Probably intended?"

...

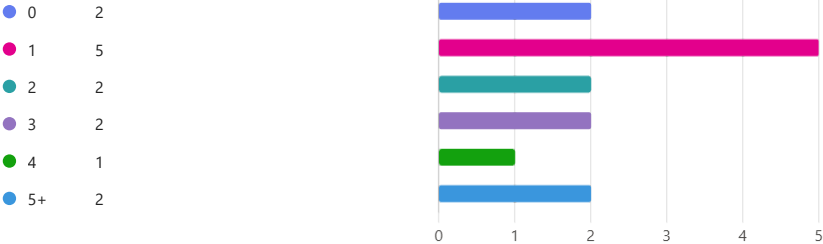
3 respondents (43%) answered hit for this question.



33. How difficult was the boss fight?



34. How many times did you die?





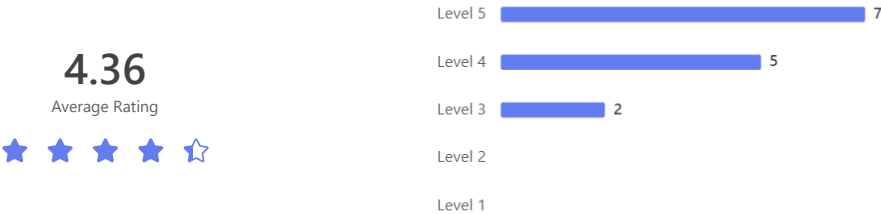
35. How would you rate the ending of the level (the reveal and the conversation with a stranger)?



36. Did the ending have an impact on you?



37. Overall, how would you rate this level?



38. Is there anything you'd like to add?

5

Responses

Latest Responses

"Really fun boss fight, I particularly liked the dual combo of abilities."

...

2 respondents (40%) answered boss fight for this question.

closely spaced

dual combo

boss fight

environment change

great game

okay game

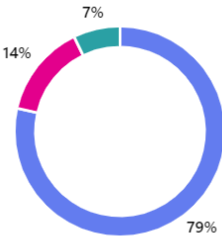
39. Did you notice Patrick's font size change?

Yes	8
No	6



40. Did the switch to the new character (Sarah) feel natural?

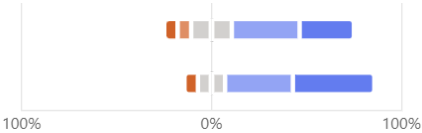
Yes	11
Maybe	2
No	1
Other	0



41. How well did this level represent OCD?

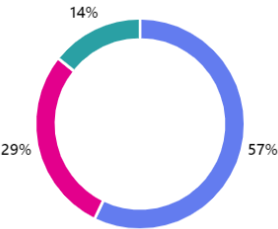
Not at all   Poorly   Moderately   Well   Very well

Environment  
Interactions

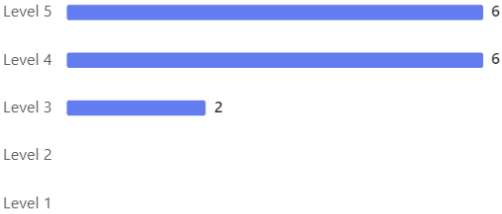


42. Did you notice the hints about her fear of the dark?

Yes	8
No	4
Maybe	2



43. Overall, how would you rate this level?



44. Is there anything you'd like to add?

2  
Responses

Latest Responses  
...

45. How well did this level represent OCD?

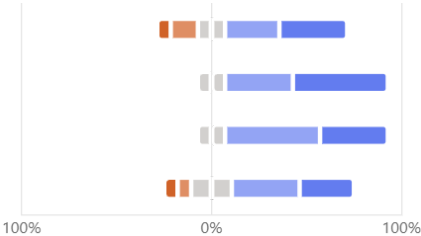
Not at all   Poorly   Moderately   Well   Very well

Environment

Gameplay mechanics

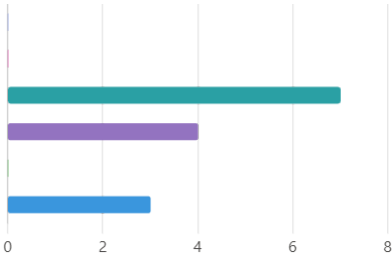
Interactions

Sound Effects/Music



46. How long did it take you to figure out how to beat the boss?

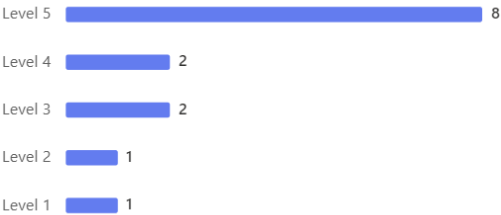
Immediately   0  
A minute   0  
A few minutes   7  
Way too long   4  
I gave up   0  
I found out unintentionally   3



47. How would you rate the win mechanic?

4.07  
Average Rating

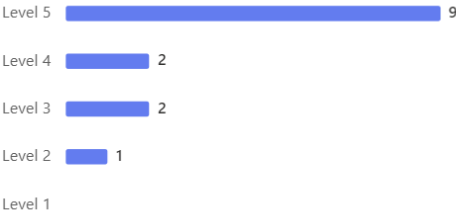
★★★★☆



48. Overall, how would you rate this level?

4.36  
Average Rating

★★★★☆



49. Is there anything you'd like to add?

9  
Responses

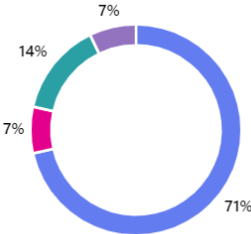
Latest Responses  
"Absolute Cinema"  
"Nejlepsi vec co sem kdy videl, slysel, cetl, hral, a tak. Highlight hry, navysilo presti... "  
...

2 respondents (22%) answered level for this question.



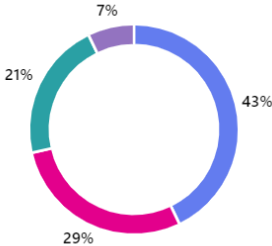
50. Did Sarah's change after the OCD boss fight feel natural?

Yes	10
No	1
Maybe	2
Other	1



51. Was Sarah's fear of the dark introduced clearly and effectively beforehand?

Yes	6
No	4
Maybe	3
Other	1



52. Is there anything you'd like to add?

1  
Responses

Latest Responses  
...

53. How well did this level represent nyctophobia?



54. How difficult was the level?

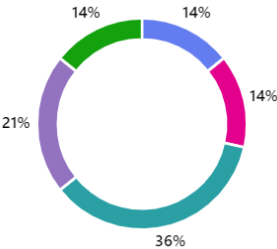


55. Overall, how would you rate this level?

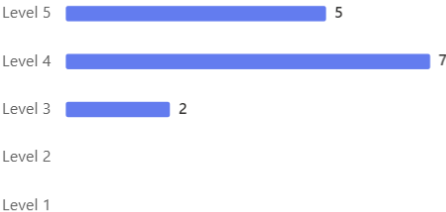
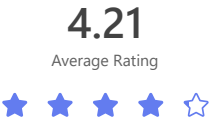


57. Did the final scene make an impact on you?

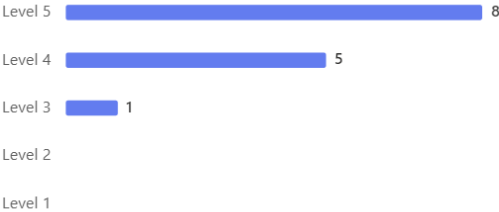
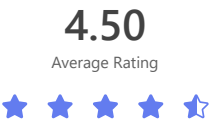
Not at all	2
Slightly	2
Moderately	5
Very	3
Extremely	2



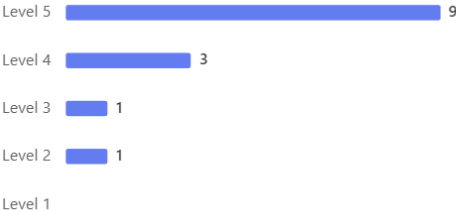
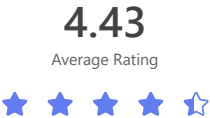
58. How would you rate the visuals?



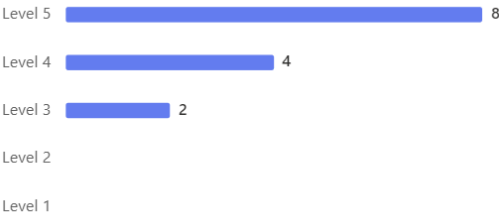
59. How would you rate the music?



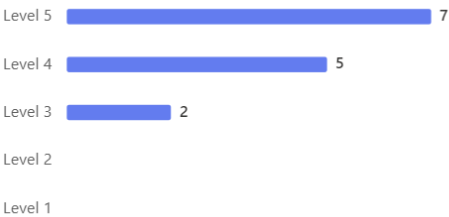
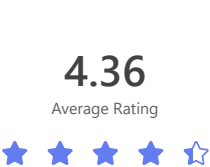
60. How would you rate the storytelling?



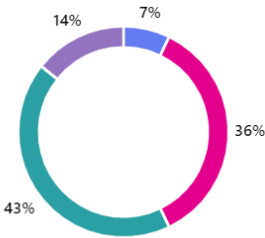
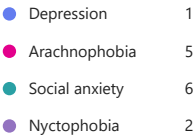
61. How would you rate the symbolism of the mental health conditions in the game?



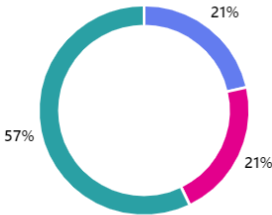
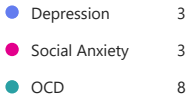
62. How would you rate the game overall?



63. What was your favorite platformer level?



64. What was your favorite bossfight?



65. Is there anything you'd like to add? (Bugs, opinions,...)



Latest Responses

"Just addition to 64. The OCD boss was the funniest and the greatest and the abso..."

"pan bramburek mi zmenil zivot"

"The story felt really rushed to the point it seemed almost as if the game was targ..."

...

5 respondents (45%) answered game for this question.

