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| 1. Is killing the enemies satisfying? | Yes |
| 1. Did the silly tone come across? i.e. were you aware you weren’t meant to take anything seriously? | Very Much so |
| 1. Was the game too easy or too hard? | Impossibly hard |
| 1. If yes, then why? | Too many enemies |
| 1. Does the time limit force you to rush or did you just ignore it? | Yeah its too short |
| 1. Are the gaps between waves long enough or do they slow the pace? | Too short if anything |
| 1. Would it be more engaging with a faster attack speed and more enemies? | Attack speed yes. More Enemies no |
| 1. Were any sound effects out of place or irritating? | no |
| 1. Did you like the music variety or should I have kept a more consistent sound? | Music is the best part |
| 1. Any suggestions for a better title? | no |
| 1. Would you play it again? | If the difficulty was fixed |