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| **Tester Name:** |  |

Please feel free to leave comments wherever you like – all feedback is gratefully accepted.

1. In your opinion, how visually appealing was the game on a scale of 1 to 5?

(5 is highest)

|  |  |
| --- | --- |
| **Main Menu** |  |
| **Level 1** |  |
| **Level 2** |  |
| **Level 3** |  |
| **Game Over Screen** |  |

2. In your opinion, how would you rate the audio effects and music of the game on a scale of 1 to 5? (5 is highest)

|  |  |
| --- | --- |
| **Theme Music** |  |
| **Sound Effects** |  |

3. In your opinion, how would you rate the “game feel” (ie how responsive were the controls, how accurate was the hit-registration, that sort of thing) of the following levels on a scale of 1 to 5? (5 is highest)

|  |  |
| --- | --- |
| **Main Menu** |  |
| **Level 1** |  |
| **Level 2** |  |
| **Level 3** |  |
| **Game Over Menu** |  |

4. In your opinion, how would you rate the “fun factor” of the game on a scale of 1 to 5?

(5 is highest)

|  |  |
| --- | --- |
| **Fun Factor** |  |

5. In your opinion, how difficult did you find the game on a scale of 1 to 5? (5 is highest)

|  |  |
| --- | --- |
| **Difficulty** |  |

6. Any further comments?

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