

Major Studio 2: Questions for User Testing

Does this level give you a good understanding of the basics of this game?

Does anything in the game balancing feel like it needs work? (Enemies move too fast, player moves too slow etc.)

Is this a game you would like to continue playing? Why or why not?

The purpose of this game is to depict what it is like to live with social anxiety. Does this come across in the game mechanics at all?