

Blast Droids Playtest Survey

Name: _____

Degree Program: _____

What is your favorite game?

Do you prefer mouse+keyboard, or gamepad?

Was there something you expected to see in the game that you didn't?

In the future, what character abilities would you like see?

What actions would you like to have been rewarded for?

What would you do to make the star systems more interesting?

Were the controls intuitive/how did they feel?

On a scale of 1-5, how difficult was Blast Droids? Why?

What did you like the most about Blast Droids?

What did you like the least?