

PLAYTEST FEEDBACK FORM



Name: _____

Email Address: _____

Can I add you to my email list? Yes No

Can I contact you for more feedback later? Yes No

Would you like to play again? Yes No Maybe

Would you buy this game? Yes No Maybe How much would you expect it to cost? _____

What type of games do you typically enjoy? _____

Goldylocks Rating System: Mark one circle per row

| | 1 | 2 | 3 | 2 | 1 |
|--------------------------------------|---|-----------------------|--|-----------------------|---|
| Rulebook or rules explanation | <input type="radio"/> Too short. Missing vital information. | <input type="radio"/> | <input type="radio"/> Easy to learn. Clear. | <input type="radio"/> | <input type="radio"/> Too long and/or complicated. |
| Game Length | <input type="radio"/> Too short. | <input type="radio"/> | <input type="radio"/> Just right. | <input type="radio"/> | <input type="radio"/> Too long. |
| Down Time | <input type="radio"/> Too short. No time to think. | <input type="radio"/> | <input type="radio"/> Always engaging. | <input type="radio"/> | <input type="radio"/> Too long. Boring. |
| Interaction | <input type="radio"/> Too little. Isolated. | <input type="radio"/> | <input type="radio"/> Just right. | <input type="radio"/> | <input type="radio"/> Too much. Chaotic. |
| Theme | <input type="radio"/> Too little. I didn't feel it. | <input type="radio"/> | <input type="radio"/> I felt like I was in the game. | <input type="radio"/> | <input type="radio"/> Too much. It got in the way. |
| Choices | <input type="radio"/> Too few. Limited. | <input type="radio"/> | <input type="radio"/> Just right. In control. | <input type="radio"/> | <input type="radio"/> Too many. Overbearing. |
| Luck vs Skill | <input type="radio"/> Too random. Luck driven. | <input type="radio"/> | <input type="radio"/> Just right. | <input type="radio"/> | <input type="radio"/> Too strategic. Skill driven. |

What was the best part? _____

What was the most challenging part? _____

Comments/Questions: _____