

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? _____

Goldyllocks 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: _____