

Neon Genesis Questionnaire

1. Who is testing the game? ☒

☐ The developers of the game

☐ A game tester

☐ The teacher

☐ Other

2. Highlight how often have you ran the game?

1 time 2-3 times 4-6 times 7+ times

3. On a scale from 1 to 10 rate, regarding aesthetic, highlight what you would rate the following game objects and insert a comment below if there is anything specific to point out:

Main menu – 1 2 3 4 5 6 7 8 9 10

Map - 1 2 3 4 5 6 7 8 9 10

Character - 1 2 3 4 5 6 7 8 9 10

Enemies - 1 2 3 4 5 6 7 8 9 10

Comment: _____

4. Highlight how your experience in playing the game was:

Very Bad Bad Meh Good Very Good

5. Did you come by any bugs when playing the game? ☒

☐ Yes

☐ No

If no let us know what: _____

6. What do you think about the flow and logic behind the game concept?

Comment: _____

7. Are the key bind controls logical/easy to understand when playing or was there some difficulties ☒

☐ Yes, it was logical

☐ No, there were difficulties

If no let us know what: _____

8. Were you able to clip off / fall off the map? ☒

☐ Yes

☐ No

If yes let us know the general area: _____

9. When fighting the enemies, did the attacks kill/damage the enemy as expected? ☒

☐ Yes

☐ No

If no, please clarify: _____

10. When getting hit by an enemy as well as picking up health items, is there a change in the health bar? ☒

☐ Yes

☐ No

11. When interacting with the shopkeeper, were you able to upgrade your attack power? ☒

☐ Yes

☐ No

If no, please clarify: _____

12. When the enemies dies, was there loot drops and if so did the main character pick them up? ☒

☐ Yes

☐ No

Thanks a lot, and hope you have enjoyed our game 😊