**Playtest 2 Questionnaire**

*During our first play-test we brought a large sample size of play-testers to try out our game and split their sampling between team members for efficiency. We recorded every piece of feedback then compiled them into a document that influenced our Alpha Milestones, and this Hack and Plan backlog.*

*This time however for the sake of productivity we will mostly look at answering specific questions that will give us feedback specifically on the areas of the game where we have made progress since last week.*

*I will start by going over the programming and art tasks established by the team on Hack and Plan, figure out which tasks we can have at least partially complete by tomorrow, then establish questions focused on gathering feedback around developing these areas productively.*

**Opinions of the fishing mechanic; Did you find it useful?**

**What do you think of fishing versus the farming mechanic? Do you favour one over the other?**

**Do you have any opinions on the new mini-map elements?**

**Did you understand/not understand the purpose of any of the buildings?**

**Did you find any buildings useful/not useful?**

**How do you feel about building no longer being instantaneous?**

**How can we improve the buildings?**

**What are your thoughts on the resource costs? Units/buildings**

**How do you feel about the overall difficulty of the game? Should the game be easier/harder/stay the same?**

**Did you utilize the hotkey features (F1 F2 F3 etc) when controlling units? Did you find this useful?**

**How do you feel about Wongle’s having delayed spawn times? Was the reason for the delay clear?**

**Did the new unit skins help you distinguish unit roles more easily?**

**Maybe category:**

**Fog of War questions**