**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?** *Don’t know if we should show them the fishing*

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

*Did you use the minimap?*

*Is there anything about the minimap you didn’t like?*

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

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

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

**~~How can we improve the building construction?~~**

*Is there anything about the building construction you didn’t like?*

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

*Were there any buildings/units you thought were too expensive/cheap? Which ones?*

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

*(If not “stay the same”) what was too hard/easy? Combat? Economy?*

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

*Did you find the hotkey feature useful?*

*Are there any other control features you would want in the game?*

**How do you feel about Wongle’s having delayed spawn times? Was the reason for the delay clear?** *??????? don’t know how to word this question. Their opinion shouldn’t matter except for how long it took to spawn*

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

**Maybe category:**

**Fog of War questions**