

Questions for Alpha Test:

1. The tight corridors helped build tension.
2. The music successfully built tension.
3. The environment was fulfilling to explore.
4. On a scale from 1 – 5, how is the item art (1 is the worst)
5. On a scale from 1 – 5, how is the artifact art (1 is the worst)
6. The game controlled well.
7. Character creation was intuitive.
8. The searching interface made sense.
9. The character status interface made sense.
10. I was comfortable with my movement speed.
11. If you were not comfortable with your movement speed, how so?
 - a. Too fast
 - b. Too slow
 - c. Clunky or clumsy
 - d. I was comfortable with my movement speed.
12. Player versus Betrayer teams felt balanced.
13. If not, which side felt too powerful?
 - a. Players were too powerful
 - b. Betrayer was too powerful.
14. I enjoyed the Betrayer model.
15. It was clear when I found an artifact versus an item.
16. It was clear when the Curse Awoke.
17. The environment felt varied and rooms weren't too repetitive.
18. Setting up/Joining a game was simple to understand and do.
19. How long did a round take you to play?
 - a. Less than 3 minutes
 - b. 3 – 6 minutes
 - c. 6 – 9 minutes
 - d. 9 – 12 minutes
 - e. 12 – 15 minutes
 - f. More than 15 minutes
20. How did the round length feel?
 - a. Too long
 - b. Too short
 - c. About right.