When Robots Bleed Feedback

We appreciate your time in helping playtest our new game, for the next section please give your honest feedback. The feedback you provide us with now will create an improved gameplay experience with upcoming updates!

* Indicates required question

1. How would you describe yourself as a gamer? *

   Mark only one oval.

	1	2	3	4	5	
Casu	◯	◯	◯	◯	◯	Experienced

2. In terms of sound(SFX, Music etc.); was anything heard that felt out of place or could be improved upon?

   _____

   _____

   _____

   _____

3. What were some things that stood out to you while you played the game? *

   _____

   _____

   _____

   _____

4. Did the overall theme of the game feel coherent? *

Mark only one oval.

	1	2	3	4	5	
Not	○	○	○	○	○	Very Coherent

5. What parts of the game did/didn't feel coherent? *

_____

_____

_____

_____

6. What would you like to see added to the game? *
(more enemies, levels, weapons, etc...)

_____

7. If there was a specific aspect of this game that you could change, what would it be? *

_____

8. In terms of difficulty, did the game feel balanced in how challenging it was? *

Mark only one oval.

	1	2	3	4	5	
Too	○	○	○	○	○	Too Difficult

9. Did you feel drawn to continue playing? Why or why not? *

    _____

    _____

    _____

    _____

    _____

10. If you ran into any bugs/glitches, please state them here.

    _____

11. Suggestions for improvement

    _____

    _____

    _____

    _____

    _____

12. Is there anything confusing when navigating the levels?

    _____

    _____

    _____

    _____

    _____

13.   Was the backtracking frustrating? If so why?

_____

_____

_____

_____

_____

14.   Name (first name, last initial) *

_____

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