**Q.A Playtesting sheet.**

Name: Joe

Age: 19

Date:5/12/2016

Another Mechanic?

What were your thoughts about the gameplay?

* Was the game too easy? Yeah
* Was the game too hard? Nah
* Was the objective clear? Did you understand what you had to do? Yep
* What could be improved about the gameplay?

Increase difficulty by skill rather than by number of things

What were your thoughts about the mechanics?

* Were they easy too understand? Affirmative
* Were they hard too understand? Nope
* Were the mechanics clear? Did you understand what was required ? Certainly
* What could be improved about the mechanics?

Like an office worker

How do you feel when playing the game?