**Q.A Playtesting sheet.**

Name: me

Age:

Date:

I believe it would help to give a hint that emails need to be filed in their folders.

It would be more challenging to have a timer to play against.

It would help to be able to simply click on files so they disappear rather than dragging.

It would be nice to have some sound effects.

It was not easy to understand at the beggining

What were your thoughts about the mechanics?

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

What were your thoughts about the gameplay?

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

Please read below.

The game felt challenging once I started playing it but it was disappointing to know I didn’t win anything or could not compare my score with previous players.

How do you feel when playing the game?