**Q.A Playtesting sheet.**

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Age:19

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The mechanics are good, and easy to understand. I feel that there isn’t much to improve on the mechanics side of things.

What were your thoughts about the mechanics?

* Were they easy too understand?
* Were they hard too 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?

*I felt the game elements were relatively easy. The emails were gone before I had a chance to read though them. I would recommend increasing the timer for another 3 seconds.*

I feel that the gameplay was a little tedious towards the end as the emails were going past, and I was dragging files into folders.

How do you feel when playing the game?