**Q.A Playtesting sheet.**

Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Age:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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?

How do you feel when playing the game?