Play testing Questionnaire

Please try to each answer each question, either by giving direct written feedback or by using a 1-10 scale (1 = strongly disagree and 10 = strongly agree).

1. How long were you playing for?

10

1. How much time did you feel like you were playing for?

A few minutes

1. Was the game challenging for you?

yes

1. Did you feel it should be more challenging?

Yes got the jumping sweet spot really fast.

1. How did you feel whilst playing the game?

I was frustrated, and the start pace was comfortable. I was really smug when I made a tricky jump.

1. Did you feel vellichor (the strange wistfulness of used bookstores)?

yes

1. Did you feel monachopsis (the subtle but persistent feeling of being out of place)?

No, but now I read that I get where you were trying for it.

1. How do you think this game could be improved?

More diversity in the jump lengths, and a much longer run in levels.

Thanks for playing, and taking part in this questionnaire! ☺