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?

20 mins

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

10-15 mins

1. Was the game challenging for you?

no

1. Did you feel it should be more challenging?

Yes the spawning pattern is predictable and easy to get a measure for where to jump consistently to land safely.

1. How did you feel whilst playing the game?

I felt a kind of flow, but it was very short lived because there was no variety to the strategy.

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

No

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

No.

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

Add some variety to the game. Dig down and get some fun in there.

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