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 minutes

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

15 minutes

1. Was the game challenging for you?

Yes.

1. Did you feel it should be more challenging?

Yes it should get harder as you go.

1. How did you feel whilst playing the game?

It was really frustrating to get the jumps right and if you fell off the ledge. But you could still jump on the side of the ledge which was cool, but was really hard to get back into the rhythm of it after that.

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

Yeah

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

I think so.

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

Gets harder as you go along, rather than being the same hardness all the way.

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