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?

20 minutes

1. Was the game challenging for you?

Only for the first few minutes.

1. Did you feel it should be more challenging?

Yes there should be a ramp difficulty for tension and release cycles.

1. How did you feel whilst playing the game?

Challenge, frustration, a little flow state.

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)?

Yes.

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

More harmony between the narrative the the gameplay.

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