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 much time did you feel like you were playing for?

20 mins.

1. Was the game challenging for you?

Yes

1. Did you feel it should be more challenging?

No

1. Could you play the game again without looking at the rules?

No

1. What was your strategy?

To use the top platforms to get more points.

1. How far in advance could you predict what was going to happen in the game?

Not very far, the camera didn’t show enough of the level.

1. To what extend did you feel like you were in control of the outcome of the game?

Not very much (4/10), as nothing was explained to me in the game so I had no idea what to do.

1. Name the game you have played that is most similar to this one.

Mario

1. How did you feel whilst playing the game?

Frustrated. A bit confused what was going on.

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)?

Kind of. The girl didn’t match the background.

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

Making the camera bigger so you can see further ahead in the level. Add some instructions and some backstory.

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