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?

10 mins

1. Was the game challenging for you?

Yes

1. Did you feel it should be more challenging?

Yes, especially the mini game thing.

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

yes

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, but everything was obvious what it was for. Like the lift thing, I knew it would push me up because of the cards coming out of it.

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

Not at all.

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

Sonic/Limbo

1. How did you feel whilst playing the game?

Frustrated but triumphant when I got to the end.

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 instructions and some backstory. Add more stuff so the theme is more obvious.

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