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?

30 mins

1. Was the game challenging for you?

No

1. Did you feel it should be more challenging?

Yes!!!

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

yes

1. What was your strategy?

To use the top platforms for more challenge.

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

Pretty much all the way. Platformers are predictable like that.

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

A little, but I wasn’t very in control as I had no direction or understanding of the win condition.

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

Art stlye: Alice Madness Returns.

Game play: Mario.

1. How did you feel whilst playing the game?

Bored. Really confused.

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 more exposition to the theme/narrative. Iterate level design. Rethink puzzle choices to reflect the theme of the level.

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