**Play testing Questionnaire**

**Amanda Crofts**

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?**

A couple of minutes.

1. **Was the game challenging for you?**

Yes.

1. **Did you feel it should be more challenging?**

In some ways.

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

I didn’t see any rules; I was a bit confused.

1. **What was your strategy?**

I didn’t have a strategy, follow the screen?

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

I didn’t know until it happened, the floating book was nice.

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

N/A

1. **Name the game you have played that is most like this one.**

I haven’t played any games prior.

1. **How did you feel whilst playing the game?**

A little bit confused, Henry had to explain some parts.

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?**

More explanation on what it is I am supposed to do and some indication that the ladders are ladders as I didn’t realise this until Henry said. Maybe some kind of key or explanation just before the start of the game.

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