**Play testing Questionnaire**

**Katie-Anne Warman**

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?**

For about 5 minutes

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

Yes.

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

Possibly

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

To some extent, explain the controls

1. **What was your strategy?**

n/a

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

When it happened

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

7

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

Mario

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

like a child again

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?**

For the character to walk up the ladder and more of a story explanation behind the thinking of the game

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