**Playtesting Questionnaire (Post game For the Player)**

**How old are you?**

25

**What gender are you?**

female

**What was your first impression?**

Get the ball into the opposite goal thing, looked nice and basic.

**How did that impression change as you played?**

I wish the ball was more bouncy, or that the rope bridge was more bouncy. But the game was a lot of fun when you got into it. Found a nice little trick as well. Going to the edge of the screen and hitting the ball into the wall made it rebound backwards into the goal.

**Was there anything you found frustrating?**

The controls were slippy. I didn’t have a lot of control of my person.

**Did the game drag on at any point?**

A little when my friend go the ball it was really hard to get it back.

**Were there particular aspects you liked?**

I liked the concept. I liked how the score worked. I really really liked the platforms.

**What was the most exciting thing about the game?**

When your head to head with your friend for the winning goal and you managed to stop them just in time.

**Did the game feel too long, too short or just right?**

I think it was long enough, but needs a bit more to it.

**Describe the objective of the game.**

Score the most goals to win.

**Was that objective clear at all times?**

Yeah

**What was your strategy for winning?**

I would jump over my friend and push them and the ball back hoping the ball would bounce away from us and I could nick it.

**What was your favourite part of the game?**

My favourate bit was getting the ball from my friend because its really hard to get it once you’ve lost it.

**What was your least favourite part of the game?**

Losing the ball.

**How did the controls feel? Did they make sense?**

They were hard, really slippery and the guy just did what he wanted really suddenly.

**Could you find the information you needed on the UI?**

Yeah

**Would you purchase this game?**

If it was cheap, or on sale.

**What elements did you like?**

I liked the border being a way to keep the ball in. I liked the idea of it.

**What elements did you dislike?**

I wish there had been more to do to get an advantage.