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

**How old are you?**

13

**What gender are you?**

male

**What was your first impression?**

I didn’t really get the theme. But it looks like a weird football game.

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

It is a weird football game and I think it would be better if the ground moved the ball more. I liked it though it was a lot of fun.

**Was there anything you found frustrating?**

I couldn’t get the ball off the floor.

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

No

**Were there particular aspects you liked?**

I liked the way it looked.

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

Winning

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

I wanted it to be longer.

**Describe the objective of the game.**

To win by getting more goals

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

Yes

**What was your strategy for winning?**

I didn’t have a strategy.

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

When you score.

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

Trying to nick the ball back.

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

They were ok but I could move in the air loads.

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

Yes

**Would you purchase this game?**

No

**What elements did you like?**

I liked how it looked, but I didn’t get why. It was really simple to understand too which was good.

**What elements did you dislike?**

I didn’t like it when I didn’t know how to win, so I kept loosing all the time