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

**How old are you?**

**18**

**What gender are you?**

**Male**

**What was your first impression?**

**Positive, Like the overall style and look of the game.**

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

**Gameplay is very fun, like the unpredictable element.**

**Was there anything you found frustrating?**

**The controls can be frustrating at times, ball getting stuck.**

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

**No**

**Were there particular aspects you liked?**

**The rope bridge implement is very cool.**

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

**How unpredictable the ball/rope can be.**

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

**Just right**

**Describe the objective of the game.**

**To score against the opponent and defend.**

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

**Yes**

**What was your strategy for winning?**

**I didn’t really have one.**

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

**Everything.**

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

**When the ball got stuck or if it was hard to reach.**

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

**Mostly unresponsive and clunky at times.**

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

**Yes**

**Would you purchase this game?**

**Yes, if it was cheap.**

**What elements did you like?**

**The rope bridge, with the low gravity.**

**What elements did you dislike?**

**Mainly the controls.**