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

**How old are you?**

**18.**

**What gender are you?**

**Female.**

**What was your first impression?**

**Bold and colourful, very symmetrical. Easy to lean, fun and unpredictable. Cool rope bridge.**

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

**Became more focused the more I played, became more enjoyable.**

**Was there anything you found frustrating?**

**When the other player scored.**

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

**No.**

**Were there particular aspects you liked?**

**The character’s designs and colour scheme.**

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

**How unpredictable the movement of the ball was.**

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

**A tad too long.**

**Describe the objective of the game.**

**To get the ball into the opponent’s goal, to score a point, whilst defending your own goal.**

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

**Yes.**

**What was your strategy for winning?**

**To wait until the ball was high to then jump and header.**

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

**The rope bridge movement is good and is definitely what initially drew me in.**

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

**The scoring system could be a little clearer.**

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

**Yes, they felt natural.**

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

**Yes. Although the game itself is self-explanatory**

**Would you purchase this game?**

**Yes**

**What elements did you like?**

**Player and terrain movement.**

**What elements did you dislike?**

**Scoring system could be clearer e.g. pop ups when the player scores**