Wind variable: Playtesting:

Player information:

Age:

Gender:

Do they fall under our initial demographic? :

Wind Effector One:

* Does the wind effector affect/ adds to the pacing of the game? Does it make the game to slow? Or maybe too fast?

Please elaborate:

* How was the power applied to the player character by the wind? Do you believe it was too much? Or too little?

Please elaborate:

* Overall did you enjoy the experience created by Wind Effector One? could you elaborate your reason below:

Wind Effector Two:

* Does the wind effector affect/ adds to the pacing of the game? Does it make the game to slow? Or maybe too fast?

Please elaborate:

* How was the power applied to the player character by the wind? Do you believe it was too much? Or too little?

Please elaborate:

* Overall did you enjoy the experience created by Wind Effector Two? could you elaborate your reason below:

Wind Effector Three:

* Does the wind effector affect/ adds to the pacing of the game? Does it make the game to slow? Or maybe too fast?

Please elaborate:

* How was the power applied to the player character by the wind? Do you believe it was too much? Or too little?

Please elaborate:

* Overall did you enjoy the experience created by Wind Effector Three? could you elaborate your reason below:

Wind Effector Four:

* Does the wind effector affect/ adds to the pacing of the game? Does it make the game to slow? Or maybe too fast?

Please elaborate:

* How was the power applied to the player character by the wind? Do you believe it was too much? Or too little?

Please elaborate:

* Overall did you enjoy the experience created by Wind Effector Four? could you elaborate your reason below:

Wind Effector Five:

* Does the wind effector affect/ adds to the pacing of the game? Does it make the game to slow? Or maybe too fast?

Please elaborate:

* How was the power applied to the player character by the wind? Do you believe it was too much? Or too little?

Please elaborate:

* Overall did you enjoy the experience created by Wind Effector Five? could you elaborate your reason below:

Overall feedback:

* Out of all effectors tested which two you enjoy the most and will most likely like to see return in future builds of the game?
* Please elaborate on what you enjoyed and disliked about the wind mechanics:
* Do you believe the wind mechanic added or took away from the gameplay/ was it enjoyable?

Please elaborate: