**Playtesting Questionnaire**

**Overall Experience**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| I understood what I was supposed to do while playing the game. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  | **x** |  |  |  |
| **Other Comments** | | | | |
| **I understood from the first puzzle to the last that I played** | | | | |

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| **Question** | | | | |
| I understood the goal of the game. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  | **x** |  |  |  |
| **Other Comments** | | | | |
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| **Question** | | | | |
| I had fun playing the game. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  | **x** |  |  |  |
| **Other Comments** | | | | |
| **As said before, good concept, just need a bit more work** | | | | |

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| **Question** | | | | |
| I found the game too difficult. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  |  |  | **x** |
| **Other Comments** | | | | |
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| **Question** | | | | |
| I thought about different ways to solve the reflection puzzles. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  |  | **x** |  |
| **Other Comments** | | | | |
| **They all have the same structure** | | | | |

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| **Question** | | | | |
| I enjoyed exploring the games levels. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
| **x** |  |  |  |  |
| **Other Comments** | | | | |
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| **Question** | | | | |
| I was curious to see what happened next in the game. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  | **x** |  |  |  |
| **Other Comments** | | | | |
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| **Question** | | | | |
| The game responded quickly and intuitively to my inputs. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  |  |  | **x** |
| **Other Comments** | | | | |
| **Camera did not control the best, neither did the character, animations need work** | | | | |

**Difficulty**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| The light resource depleted too quickly. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  |  | **x** |  |
| **Other Comments** | | | | |
| **Much better improvement, however the light resource barely depletes at all** | | | | |

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| **Question** | | | | |
| Lighting torches cost too much light. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  | **x** |  |  |
| **Other Comments** | | | | |
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| --- | --- | --- | --- | --- |
| **Question** | | | | |
| Burning obstacles cost too much Light. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  | **x** |  |  |
| **Other Comments** | | | | |
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| --- | --- | --- | --- | --- |
| **Question** | | | | |
| The feathers were too hard to find. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
| **x** |  |  |  |  |
| **Other Comments** | | | | |
| **Didn’t find any feathers in my playtesting** | | | | |

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| --- | --- | --- | --- | --- |
| **Question** | | | | |
| I didn’t know what to do to open the pre-puzzle door. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  |  |  | **x** |
| **Other Comments** | | | | |
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| --- | --- | --- | --- | --- |
| **Question** | | | | |
| I didn’t know what to do to open the puzzle room doors. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  |  |  | **x** |
| **Other Comments** | | | | |
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| --- | --- | --- | --- | --- |
| **Question** | | | | |
| I was bored between puzzles. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  | **x** |  |  |  |
| **Other Comments** | | | | |
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|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| The puzzles were too easy | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
| **x** |  |  |  |  |
| **Other Comments** | | | | |
|  | | | | |

**Pacing**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| There was too much open space. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  | **x** |  |  |
| **Other Comments** | | | | |
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|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| The puzzles suddenly got too hard | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  | **x** |  |  |  |
| **Other Comments** | | | | |
| **Mostly because of bugs** | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| There weren’t enough puzzles | | | | |
| **Strongly Agree** | **Agree** | **No Preference**  **x** | **Disagree** | **Strongly Disagree** |
|  |  |  |  |  |
| **Other Comments** | | | | |
|  | | | | |

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| --- | --- | --- | --- | --- |
| **Question** | | | | |
| There was too much corridor. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
| **x** |  |  |  |  |
| **Other Comments** | | | | |
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| --- | --- | --- | --- | --- |
| **Question** | | | | |
| I felt that I was always heading to a goal/objective. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
| **x** |  |  |  |  |
| **Other Comments** | | | | |
|  | | | | |

**Visuals**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| The game was visually interesting. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  | **x** |  |  |  |
| **Other Comments** | | | | |
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|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| The game was too dark | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  |  |  | **x** |
| **Other Comments** | | | | |
|  | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| I knew what items in the game I could use, and what they did. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
| **x** |  |  |  |  |
| **Other Comments** | | | | |
|  | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| Each level was over too quickly | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
| **x** |  |  |  |  |
| **Other Comments** | | | | |
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|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| The whole game was over too quickly | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  | **x** |  |  |
| **Other Comments** | | | | |
|  | | | | |

**Responsiveness**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| The controls felt natural to me. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  |  |  | **x** |
| **Other Comments** | | | | |
|  | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| The controls responded quickly to my input. | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
|  |  |  | **x** |  |
| **Other Comments** | | | | |
|  | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Question** | | | | |
| Glitches with the controls? Please list below | | | | |
| **Strongly Agree** | **Agree** | **No Preference** | **Disagree** | **Strongly Disagree** |
| **x** |  |  |  |  |
| **Other Comments** | | | | |
| **Again, not really glitches, but the animations and controls should be a bit better** | | | | |

**Strategy**