Playtesting Questionnaire

* Did you lose track of time playing the game?
* Did you find the tasks in the game fun?
* Did you feel “in the zone” playing the game?
* Did you understand what to do at any given moment?
* Did you understand what buttons to press?
* Were you ever confused about what was happening?
* Was the character easy to control?
* Do you think the character needs to move faster?
* Rotate faster?
* Was the game challenging?
* Too challenging, or too easy?
* Did you have to think about your movements before making them?
* Did you know how well or poorly you were doing in the game?
* Were you focused n the game or distracted?
* What distracted you?
* Did you feel in control of the game?
* Was the experience rewarding (fun)?