Playtesting Questionnaire

* Did you lose track of time playing the game?

no

* Did you find the tasks in the game fun?

yes

* Did you feel “in the zone” playing the game?

no

* Did you understand what to do at any given moment?

I didn’t know I could rotate the mirror. Sometimes it wasn’t clear that I had hit the box. Sometimes it wasn’t clear to me where the box was.

* Did you understand what buttons to press?

No.

* Were you ever confused about what was happening?

No.

* Was the character easy to control?

Yes except for the camera

* Do you think the character needs to move faster?

no

* Rotate faster?

no

* Was the game challenging?

yes

* Too challenging, or too easy?

Just right

* Did you have to think about your movements before making them?

yes

* Did you know how well or poorly you were doing in the game?

no

* Were you focused on the game or distracted?

focused

* What distracted you?
* Did you feel in control of the game?

yes

* Was the experience rewarding (fun)?

Yes

**Other Comments**

Needs feedback so players know when something is happening what to do and where to go. Players need to be introduced to the level from a top view or high ground so they can see everything before beginning to solve the puzzle.

There needs to be more lighting in the level. The lantern needs to be brighter.

The push object doesn’t always release

Grenades fire when using mirrors

Cant always see mirrors if far enough away

Spikes don’t kill you.