Playtesting Questionnaire

* Did you lose track of time playing the game?

I did for the later puzzles as they required more concentration

* Did you find the tasks in the game fun?

yes

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

Not yet

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

I did after an initial button bashing

* Did you understand what buttons to press?

yes

* Were you ever confused about what was happening?

Only in the opening room

* Was the character easy to control?

Yes. However the camera needs to be a fixed distance from the main character model.

* 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 for an opening to the game

* 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 only because there is no context to what im doing

* Were you focused on the game or distracted?

focused

focust

* 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

The rotation of the mirrors may work better if you hold the mouse and the object rotates at a set speed instead of where why wrist tell it to.

There’s seems to be little to any pressure to complete the challenges quickly which makes it more leisurely.