# Feedback Form:

## Who Are You?

Age: 18

Gender: Male

What Kind of Gamer would you consider yourself to be?

* Passive Player (Low Passion, Low Social)
* Playful Explorer (High Passion, Low Social)
* Influenced Player (Mid Passion, Mid Social)
* Tentative Followe (Low Passion, High Social)
* Connected Enthusiast (High Passion, High Social)

## Our Game:

In your first play through, did you understand instantly what you had to do?

* Yes
* No

If No, How long did it take you to understand what to do?

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If Yes, what would you say helped you in understanding what to do?

The instruction menu, did give me a lot of information that is useful. Like the explanation of what the timer bar is and how it works is very good. But other things like the time limit thing weren’t too well explained as they made no actual sense to me during playing.

With the power bar, Did you feel like it helped you?

* Yes
* No

If No, could you explain why?

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Was the timer bar useful?

* Yes
* No

If No, could you explain why?

I didn’t understand it until I asked what it was. It didn’t seem to be working in line with the game. It felt very off.

What did you think of the art style?  
I couldn’t understand what the characters were until I realised that the name Dillhama was a pun on  
the Llhama characters. But once I understood that it made a lot of sense.

Did the art help you with understanding what to do?

* Yes
* No

If yes, how?  
In some parts it did. Things like the “timer bar”, or on this feedback sheet the power bar, made sense with the colouring and such. But then things like the other timer thingy made little sense and wasn’t very attached with the world we were being presented.

Did the Sound effects help you with what was happening?

* Yes
* No

If yes, how?  
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Did you feel that the game was fair?

* Yes
* No

If No, could you explain why? .............................................................................................................................................................................................................................................................................................................................................................................................................................................................................................

Overall would you say that your experience with our game was enjoyable, and could you explain why?

I enjoyed my play of the game. It was very interesting. It could be really good with some tweaking here and there.

Could you also add any comments on how we could improve the game’s experience?

Though I did mention there is parts that need tweaking, I am not entirely sure how. It is a pretty fair game with skill relying on hand-eye coordination and timing. But that timer thingy is very out of place, and definitely needs to be made to look like it is a part of the game as well as made look like what it is. A timer for a player’s turn (as I was told it was).