Playtesting Feedback Questionnaire Version 4

What did the player enjoy?

What didn’t they enjoy?

Did the player find the game was too easy or too hard? Did it vary?

Could they keep track of everything happening on screen, were some things hard to see?

What emotions or feelings did the player have while playing while playing?

If so where from in the game?

Did the player play the game more than once?

How engaged was the player throughout the play session? Did it vary?