Playtesting Questionnaire

Age: 19

Gender: Male

What was your first impression when playing?

Not visually appealing.

Was your objective clear?

No, there was no ‘how to play’ on the menu.

Did you understand how to play?

Eventually.

Did you feel like you were at all in control of the outcome of the game?

Kinda.

What caused you to stop playing at the moment you did?

The game finished.

What aspects of the game did you enjoy?

Simple mechanics.

What aspects of the game did you not enjoy?

Visuals, lack of variety and opportunity to screw over the other player.

Were there any elements on screen that you didn’t understand?

What the food or the score numbers meant.

Bugs: Went into portrait mode.