Playtesting Questionnaire

Age: 18

Gender: Male

What was your first impression when playing?

Lacking colour and difficulty.

Was your objective clear?

Yes, but I only really guessed the grey box meant.

Did you understand how to play?

The second go.

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

Kind of, it’s equally easy to get the best score but someone can still mess up.

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

The game finished.

What aspects of the game did you enjoy?

The competition.

What aspects of the game did you not enjoy?

Lack of difficulty.

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

The send and collect food button.

Bugs: Went into portrait mode.