Playtest Questionnaire for Super Sushi Showdown

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| Name: |  |
| Age: |  |
| Gender: |  |

1. Overall, what are your initial thoughts on the game?
2. Did you find the game easy to understand? Was it easy to understand the rules, your goal and how to win? If not, what part of the gameplay confused you?
3. Did you find the game challenging and why?
4. Did you feel your competitive nature come out during play and why?
5. Did you understand who was winning and losing throughout the whole game?
6. Do you feel the game became more challenging overtime?
7. Do you feel there’s anything that could be implemented into the game which would make the experience more enjoyable?
8. Is there anything about the game you didn’t enjoy?
9. During your playtest did you feel at any point you could not win the game?
10. Could you see yourself playing this game with your friends or family?
11. Would you purchase the game for a friend or family member?
12. Is there any features or mechanics of the game you would consider to be overpowered or game-breaking?
13. Can you name a game that is like the one you playtested today?
14. Do you believe this is a game you would play casually?
15. Did you ever feel bored or disengaged with the game at any point during the playtest?
16. What are your thoughts on the art style? Do you feel like it fits well with the game?
17. Overall, what sort of experience would you say you had while playing the game?
18. Do you feel the gameplay was to slow at any point during play?
19. Do you feel the gameplay was to fast at any point during play?
20. Do you feel the game rewards you enough when you play well?
21. What’s your favorite genre of game to play?
22. What’s your favorite game to play right now?