

# Playtest Survey for Life V Death

Thank you again for taking the time to play our game and answer these questions. We feel like we're really close on the game, but there are a few things that are still not right, and your feedback can really help us track them down. A lot of times, game developers are too close to their games to be able to see some of the most important issues with them, and as someone new to the game, your perspective can find problems that we can't. So please, be as honest as you can in your answers here and don't worry about hurting our feelings. :)

Your email address ([dangwis@umich.edu](mailto:dangwis@umich.edu)) will be recorded when you submit this form. Not **dangwis**?

[Sign out](#)

\* Required

## 1. Please describe your favorite aspects of playing as life. \*

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## 2. Please describe your least favorite aspect of playing as life. \*

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## 3. Please describe your favorite aspect of playing as Death. \*

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## 4. Please describe your least favorite aspect of playing Death. \*

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**5. What can we do to make the game more balanced between Life and Death? \***

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**6. Please rate the following aspects of the game on a scale from 1 (worst) to 5 (best). \***

*Mark only one oval per row.*

	1 (Worst)	2	3	4	5 (Best)
The fairness of the game	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The amount of fun you had playing as life	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The amount of fun you had playing as death	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The clarity of the objective as life	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The clarity of the objective as death	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The intuitiveness of the controls as life	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The intuitiveness of the controls as death	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Balance playing as Death	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Balance playing as Life	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Your interest in playing the game again	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Likelihood of recommending to friends	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**7. Do you have any suggestions for additions or improvements? (optional)**

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**8. Please give us your email address so that we can contact you with any further questions that we have (optional).**

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☐ Send me a copy of my responses.