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<https://forms.gle/GityMQy8wpkEJveVA>

These are the questions for the public in-class playtest of level one. It involves an initial dive, diving to avoid three obstacles, and then crossing the finish line. It serves as an introduction to the game's systems and movement.

1. How do you feel about the control system? Did it feel intuitive?
2. Were controls explained well enough?
3. Is the learning curve too high?
4. Was this level too difficult, just right, or not difficult enough for a first level?
5. If difficulty was higher for this level, would it be too difficult?
6. What kind of level would you like to see?
7. Would a sound cue or music help you keep rhythm? If so, which one would be more helpful?
  - a. If so, which one would be more helpful?