

Dirtia Playtest Survey

Thank you for providing feedback on our game. We want to make the game the best it can be so please don't hesitate to be as honest as you can.

* Required

1. Please describe your experience learning the game mechanics on your first playthrough. *

2. What were your three favorite aspects of the game? *

3. What were your three least favorite aspects of the game? *

4. What were your three least favorite aspects of the game? *

5. Please rate the following aspects of the game from 1 (worst) to 5 (best). *

Mark only one oval.

	1	2	3	4	5
Interesting Level Design	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

6. *

Mark only one oval.

	1	2	3	4	5
Interesting platforming mechanics	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

7. *

Mark only one oval.

	1	2	3	4	5
Aesthetics	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

8. *

Mark only one oval.

	1	2	3	4	5
Your interest in other platformers	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

9. *

Mark only one oval.

	1	2	3	4	5
The amount of fun you had playing this game	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

10. *

Mark only one oval.

	1	2	3	4	5
Was the objective clear on each level?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

11. Is there anything else you would like to share with us?

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