# Ninja Game Play-test questionnaire

Below are a set of questions relating to your experiences of the game. Please answer as many of these questions as you can and with your honest opinions. Criticism is good after all, especially when it is constructive.

Bear in mind however that this game is still very much a prototype and there is much that we did not simply have the time to do given the time and man-power at our disposal.

The questions are short and they should only take a few minutes to answer…

## 1 - What is your general opinion of the game?

## 2 - What did you like most about the game?

## 3 - What did you hate most about the game?

## 4 – How did you find the difficulty level/balance of the game?

## 5 – How did you find the pace of the game- too fast, too slow or just right?

## 6 – Were the controls to your satisfaction?

## 7 – Any comments on the level design? Did you find the test level interesting?

## 8 – What was your opinion on the enemy AI and its behaviour?

## 9 – What is your overall impression on the artwork and art direction for the game?

## 10 – What is your opinion on the sound effects in the game?

## 11 – What is your overall impression on the artwork and art direction for the game?

## 12 – Do you have any opinion on the music featured in the demo?

## 13 – How did you find the user interface, menus and HUD?

## 14 – Did you notice any bugs or unexpected behaviour from the title during your play test?

## 15 – If you could change something about the game, what would that be?

## 16 – Disregarding the current lack of content, do you feel you would play the game again, or do you think it has limited replay value?

## 17 – Do you think there is room for more games of this type on XBOX Live?

## 18 – What sort of gamer do you think this type of game would appeal to most?

## 19 – Would this game have potential in your opinion if it were to be developed fully?

## 20 – Any further comments you would like to add?