Dungeon Dreams: The Goblin Guide - Feedback Questionnaire

1. **Overall Experience**
   - How would you rate your overall experience with the game?
     - Excellent
     - Good
     - Average
     - Poor
2. **Gameplay Mechanics**
   - How easy was it to understand the game's mechanics and controls?
     - Very easy
     - Somewhat easy
     - Neutral
     - Somewhat difficult
     - Very difficult
3. **Graphics and Design**
   - How do you rate the game's ASCII art and visual design?
     - Excellent
     - Good
     - Average
     - Poor
4. **Story and Characters**
   - How engaging did you find the story and characters?
     - Very engaging
     - Somewhat engaging
     - Neutral
     - Somewhat disengaging
     - Very disengaging
5. **Difficulty**
   - How would you rate the difficulty level of the game?
     - Too easy
     - Just right
     - Too difficult
6. **Controls and User Interface**
   - How responsive and intuitive were the controls and user interface?
     - Very responsive and intuitive
     - Somewhat responsive and intuitive
     - Neutral
     - Somewhat unresponsive and unintuitive
     - Very unresponsive and unintuitive
7. **Enjoyment**
   - What was your favourite part of the game?
8. **Improvements**
   - What aspects of the game do you think could be improved?
9. **Additional Comments**
   - Do you have any other comments or suggestions?