|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name:** Kevin | | | | | | | | |
| **Age:** 28 | | | | | | | | |
|  | | | | | | | | |
| What was your first impression of the game? | | | | | | | | |
| Comments: I thought it was funny. I had a lot of fun saving the world. | | | | | | | | |
| Rate the Game Overall: | | | | | | | | |
| **Bad** |  | | **OK** | | |  | | **Great** |
| 1 | 2 | | 3 | | | 4 | | 5 |
| Comments:  It’s very new so I understand there are some things needed to be done. It already has a lot of potential. | | | | | | | | |
| Rate the Game’s UI: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments:  The UI was all very intuitive, and I had no troubles with it. Just needs more development | | | | | | | | |
| Rate the Game’s Controls: | | | | | | | | |
| **Bad** |  | | **OK** | | |  | | **Great** |
| 1 | 2 | | 3 | | | 4 | | 5 |
| Comments:  Also, very intuitive, and easy to pick up. It was very natural | | | | | | | | |
| Rate the Game’s Art Direction: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments:  I like it. The buildings could use some more items. | | | | | | | | |
| Please Rate the Game’s Gameplay: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments:  It was fun and kept me entertained. I would have liked to see the enemies come into the buildings after me. Made it easy to just sit there and shoot them all down. | | | | | | | | |
| Please Rate the Game’s Story: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: | | | | | | | | |
| Please Rate the Game’s Sounds/Music: | | | | | | | | |
| **Bad OK Great** | | | | | | | | |
| 1 2 3 4 5 | | | | | | | | |
| Comments:  I would like to hear monsters making sounds. | | | | | | | | |
| If you could change/add anything in the game, how would you make it better? | | | | | | | | |
| Comments:  Nothing else, other than I already mentioned. | | | | | | | | |