**Play Test Questions**

Rules/Explanation

The game is designed to be traversed in order to find a number of musical minigames. Right now, they are just set up as trigger zones. You will traverse to find 5 of them, the counter at the side ‘Collision Counter’ will increment as you pass through these trigger zones, when it reaches 5 the game is over, and the timer will stop.

Think-aloud Questions

1. How do you feel about the controls?
2. Why did you go there first?
3. Where is your mind telling you to go next?
4. How would you describe your strategy?

Post-play Questions

1. How much time did you feel like you were playing for?
2. What could have been explained better or earlier when I was teaching the game?
3. What was your strategy for finding the key areas in the game?
4. How did you find the movement/navigation of the world?
5. What do you think are the most important things that need to be added to the game in the next cycle of development?
6. Is there anything you feel could be added to make navigation easier?
7. What did you want to do, but couldn’t or was unable to do?
8. Any other comments?