

## Space Rogue Survey Instruments

### Post Test Questionnaire:

1. How much time do you think you were playing for?
2. Did the enemies seem overpowered or too easy?
3. Did the rooms seem too confined or too spacious?
4. Did you feel like the decisions you made had an impact on your success?
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?
6. Were the controls intuitive?
7. Were you unsure of your next step at any point?
8. Was there anything you expected but didn't get from the game?
9. On a scale of 1-10, how much did you enjoy playing the game?
10. Do you have any other suggestions or notes ?

### Play Matrix

Please indicate in the below matrix what type of game you feel that our game is.

	Skill	Chance
Mental Calculation		
Physical Dexterity		