

Link to Questionnaire

<http://goo.gl/forms/nX7mbJs8by>

Link to Survey

<http://goo.gl/forms/vlfG20gKWm>

Link to Tester Checklist

<http://goo.gl/forms/8FwnL3xj8X>

Drilling Questions

Gameplay

What do you think about how the combat works?

What do you think about the whole limb loss and gain mechanic?

What do you think about how the bombs work?

How does the game mode name Dye Another Day make you feel? What kind of game do you expect from it?

Is it obvious how you score points in Dye Another Day?

Would you prefer it if you only got points for completing your set of colours?

Would you prefer it if you got points for killing other players as well in Dye Another Day?

Did you feel you knew how close or far away you were from your goal?

Level Design

Do you think it was easy or hard to find limbs on the ground?

Do you think it was easy or hard to find swords on the ground?

Aesthetics

What do you think about the Abbey building?

What do you think about the skeletons?

What do you think about the leaderboard?

What do you think about the scoreboard?

What do you think about the spider timer?

What do you think about the main menus?