Warrenbound

Questionnaire

Please answer each question honestly and with as much accuracy as you can. Your feedback is much appreciated and will help us improve this experience.

1. After playing through the game, how difficult did the game feel to you? Why did it feel that way?
2. Was there anything with the appearance of the game that you feel could be changed/worked on? (Camera angle, models, HUD)
3. How did the length of the game effect your attitude towards it? Did it feel short, long? Are there things we could add to increase/decrease the time?

Extra commnets: