Quality Assurance Questionnaire

1. On a scale of 1 – 10 for difficulty where 1 is mind dulling easy and 10 is Difficult?

4 – it was enough to tickle my brain but not enough to get it going

1. Would you say the predators and prey were balance in movement and detection?

Yes, though the cover kind of made it irrelevant

1. Do you think the predators should have a more fair or unfair chance against the prey?

Buff wolves pls

1. What are your thoughts on this style of game?

yes

1. Would you see yourself playing a game like this recreationally?

sure

1. What do you like or dislike about the game?

It’s like playing through a sorting algorithm but if you mess up rabbits die

2ez, it felt like there was very little chance of messing up since it was always obvious when you are about to make a bad move because every other move is safe

Comments/Suggestions

Adding some RNG might be ok as long as the player has a way to react to it. Other than that you could just add some other things for the predators to do or some punishment for staying in cover for too long.