Quality Assurance Questionnaire

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

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

I heard you discussing about basing predator movement based on how much the prey moves. I say that this gives the game a bit more of a difficulty, as because I was able to make the minimalistic movements to wait out predator move cycles.

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

The predators should get more of an advantage against the prey.

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

I enjoy the style of RTS stealth. It is a fantastic concept that, if polished enough, can be a great game.

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

Probably

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

The amount of free reign the prey has in their movements allows a small advantage over the predators, making it fairly easy to get them all to the goal

Comments/Suggestions

Work out the predator movements like you were discussing during my playthrough.