Quality Assurance Questionnaire

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

3

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

I would say that there should be some sort of way that the detecting prey if they stay in cover for too long.

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

For me more of an unfair so it would be more devastating to lose a rabbit

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

As a turn based game its kinda ehh, but I can definitely see this game being fun when its converted into RTS form

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

Most likely as a fun casual game to pass the time.

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

The idea of guiding rabbits to safety hasn’t been something I’ve see done in games so it’s a nice change of setting.

Comments/Suggestions