The-Game-Which-You-Are-A-Ball Playability Testing

Thank you for participating in our playability testing. You will be going through an initial round of gameplay and after which, we will be asking you a few specific questions about the elements of the game. We may tweak the game mechanics through the testing so that the game is just right for you (hopefully not too easy or not too difficult). Your feedback will definitely go a long way in helping us improve the game. Enjoy!

Description:

The Game Which You Are A Ball teleports the player to a magical world where the player can learn to pick up elements along the way and fight creatures.

Player mode: Single/Multiplayer

Please mark your answers with a 'X'.	Before							After							
	Strongly Disagree			Strongly Agree				Strongly Disagree				Strongly Agree			
	N.A	1	2	3	4	5	Modifications	1	2	3	4	5			
Enemy															
The enemy is moving too fast			/												
The enemy's health is too easy to kill			/			,									
The enemy's attack pattern is too unfair					/										
The enemy's damage is too high				/	/										
The enemy is spawning too quickly			/												
Player															
The player's health is too high			/												
The player is moving too fast					/										
The player's energy is falling too fast			/	N.											
The player's energy increases too slowly					/								3		
The default projectile's damage is too low							_								
Projectile															
The damage is too high				/											
The fire projectile is too powerful			/												
The water projectile is too powerful				/											
The lightning projectile is too powerful				1											
The earth projectile is too powerful															
Wall															
The breakable wall is too easy to destroy			/												