

Game Questionnaire

1. What were the 3 things you liked most about the game?

2. What were the 3 things you liked least about the game?

3. In your own words, what would you say this game was about?

4. Was there anything you found confusing?

5. If you could change one thing about the game, what would you change?

6. If you could preserve one element of the game, what would you preserve?

7. On a scale of 1-5, How likely are you to recommend this game to a friend?

Mark only one oval.

	1	2	3	4	5	
Not likely	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Likely

8. On a scale of 1-5, How easy was this game to learn?

Mark only one oval.

	1	2	3	4	5	
Not Easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy

9. On a scale of 1-5, How did you feel about the theme of the game?

Mark only one oval.

	1	2	3	4	5	
Did Not Like It	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Loved It!

10. On a scale of 1-5, How did you feel about the length of the game?

Mark only one oval.

	1	2	3	4	5	
Did Not Like It	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Loved It!

11. On a scale of 1-5, How did you feel about the depth of strategy of the game?

Mark only one oval.

	1	2	3	4	5	
Did Not Like It	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Loved It!