

Tester:

User:

**Death is Iminent, but have fun?** Feedback form

a. Did you have fun?

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b. What did you understand about the game?

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c. Was it easy?

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i. Why or what part? Be specific.

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d. What was difficult?

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i. Why or what part? Be specific.

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Tester:

User:

e. Was it stressful? If yes, do you remember when? If not, why not?

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f. What did you not like about the game?

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g. If you could change one thing, what would that be and why?

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h. If you think something is amazing, what's that and why?

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i. We are still prototyping so we need suggestions. Any other feedback for the game, or us or me?