

# Playtest Feedback Questions

## 1. First Impressions

- What was your first reaction to the game? (Interesting? Confusing? Exciting?)
  - Was it clear how to start playing? Why or why not?
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## 2. Rules & Clarity

- Were the rules easy to understand? If not, what was confusing?
  - Did you ever feel unsure about what you were supposed to do?
  - How could the instructions or rules be improved?
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## 3. Gameplay Experience

- What was the most fun or engaging part of the game?
  - What felt boring, repetitive, or frustrating?
  - Did the game feel too long, too short, or about right?
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## 4. Theme & Experience

- Did the theme/story fit well with the mechanics?
  - Did you feel immersed in the game's world? Why or why not?
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## 5. Overall Feedback

- What's one thing the designers should definitely **keep**?
- What's one thing the designers should definitely **change**?
- Would you want to play this game again? Why or why not?