PlayTest #1 for Hikari No To

This survey is to be filled in by the participants of the first user study for the IGE Master GamesLab project *Hikari No To*.

The process is as follows: the participant will play at least one game with at least one other player, then they will answer this sheet as truthfully and thoroughly as possible.

General plan:
Intro (5 min)
Warm up discussion (5 min) (questionnaire)
Play session (15-20 min)
Discussion of Game Experience (15-20 mins) (questionnaire)
Wrap up (2 mins)

Basic information

Name (optional, leave blank for anonymous participation)	Age (optional)	Time spent with the game
If possible, list the computer system's specifications the game was run on (e.g. either Device Model Number, or if possible detailed specs such as processor model, system memory size, graphics processor, drive type the framework was installed on, operating system, etc.)		
Briefly describe your video gaming habits (how often/how much do you play, single-/multiplayer, game types/genres)		

General impressions

What was your first impression of the game?

Did your impression change as you played? How?

What did you like the most about the game?

What did you like the least about the game?

How would you rate the duration of a match?

How did you like the flow of the game?

General impressions

Objectives/Feeling

Can you describe your objective in a match?

What was your strategy/decision process for winning the game?

How did you interact with other players?

Describe your emotional/excitement throughout the game

Objectives/Feeling

Crawler – only answer if you played as crawler

Can you describe how, as crawler, you could use an ability/skill? What indicators were there?

Can you describe how the master communicated with you?

On a scale from 1 (worst) to 7 (best), how enjoyable was the movement/navigation with crawlers?

1	2	3	4	5	6	7
O	O	O	O	O	O	O

Why? Did it seem confusing/restrictive?

Which crawler class did you play as?

What did you like the most about your class?

What did you like the least about your class?

Master – only answer if you played as Master

Can you describe how you could use a fireball or a debuff? What indicators were there?

Can you describe how you could move through the level? What indicators were there?

Assuming you used master teleportation: On a scale from 1 (worst) to 7 (best), how enjoyable was the movement/navigation with the master?

1	2	3	4	5	6	7
O	O	O	O	O	O	O

Why? Did it seem confusing/restrictive?

Which master abilities did you use?

How useful do you think each of the abilities was?

What did you like the most about the master?

What did you like the least about the master?

Controls/Interface

Do you know where you could look up controls in the game?

Were the controls intuitive or was there anything unclear about the control layouts?

Was there any information you would have liked to see in the ingame interface?

How did you like the layout of the ingame interface?

Visuals/Audio

What kind of setting did the game convey to you through its visuals and audio?

What did you like about the visuals/audio?

What did you not like about the visuals/audio?

End recap

Overall, what are the three elements of the game you liked the most?

Overall, what are the three elements of the game you liked the least?

Overall, if you could change one thing, what would it be?

Overall, who would you consider the target audience of this game?

Additional suggestions

Add any additional suggestions, ideas, questions and remarks here

Thank you for your help with this playtest!