

GODSWAR

Scale: A: Strongly Agree, B: Agree, C: Disagree, D: Strongly Disagree

1. The core game mechanic is clear. _____
2. The game is easy to learn to play. _____
3. The menus and HUD (score, health, etc) are easy to understand. _____
4. The game feels "finished" or complete. _____
5. This game is unique and creative, and does one thing well. _____
6. The game has no glitches or bugs. _____

What do you think needs the most improvement?

Questions:	Score:	A	B	C	D
The core game mechanic is clear.		5	5	0	0
The game is easy to learn to play.		5	4	1	0
The menus and HUD are easy to understand.		4	3	3	0
The game feels "finished" or complete.		0	1	5	4
This game is unique and creative, and does one thing well.		1	3	5	1
The game has no glitches or bugs.		0	6	3	1
	Sum:	15	22	17	6
	Weight:	4	3	2	1
	Weighted Sum:	60	66	34	6
	Score:	166/240	=	69.17%	
What needs the most improvement?					
A: The enemy and variability of moves and movement.	X2				
A: Should have combos.	X2				
A: More Characters.					