

## *Review Survey for “Evergrow”*

How long did you play “Evergrow” for? Circle the appropriate option below.

- A) 0 - 5 minutes
- B) 5 - 15 minutes
- C) 15 - 25 minutes
- D) 25 - 40 minutes
- E) 40 - 60 minutes
- F) 60+ minutes

On a scale of 1-5 (1 being the lowest enjoyment), how much fun did you have with “Evergrow”?

What did you find the most/least fun about “Evergrow”? (Optional)

On a scale of 1-5 (1 being unintuitive and 5 being very intuitive), were the controls and user interface (aka, the inventory, health, etc.) easy and intuitive to use/understand?

If not, please describe below what you would change to make this information more understandable to the player. (Optional)

On a scale of 1-5 (1 being “always confused” and 5 being “never confused”), how easy was it to understand the goals of “Evergrow”?

If the goals were unclear, what would you suggest changing in order to make it more clear to the player? (Optional)

On a scale of 1-5 (with 1 being boring and 5 being interesting), how did you find the dialogue and dialogue system in “Evergrow”?

Related to the previous point of confusion, if our dialogue system wasn’t helpful enough, what would you suggest changing to improve it? (Optional)

On a scale of 1-5 (1 being the lowest score), how did you find the combat, in terms of how fun it was to play and how fair it was?

What would you change about the combat system, if it wasn’t satisfactory for you? For example, adding more weapons, enemies, changing the health system, anything in that department. (Optional)

On a 1-5 scale (1 being easy and 5 being hard), how difficult did you find “Evergrow” as a whole? This extends beyond just the combat system alone.

On a scale of 1-5 (1 being bad and 5 being good), what were your thoughts on the game’s overall art style?

What would you do, if anything, to improve the overall art direction of the game? (Optional)

While we do have a few systems in place in the game such as the combat, planting and growing crops, and a base for a story, what would you suggest adding to the game to help increase the “fun factor” (as in, what can be added to give the game more interactive elements that would be fun to mess with?)

If there were any significant bugs that directly hindered your playing experience, please describe them here, and we will address them as soon as possible:

Any Additional Comments or concerns can be written below:

Thank you for your time!