

Perpetua Playtester Form

This form is intended for playtesters of Perpetua as part of a thesis titled "Perpetua - A Turn-based Role-Playing Game with Runes".

Please answer the questions below only after playing the game. Thank you!

How often do you play video games?

- ☐ Almost every day
- ☐ One or more times per week
- ☐ Maybe a few times per month
- ☐ Never

What types of games do you play?

- ☐ RPG
- ☐ Shooter
- ☐ Adventure
- ☐ Strategy
- ☐ MOBA
- ☐ Sports
- ☐ Racing
- ☐ Survival
- ☐ Horror
- ☐ None
- ☐ Muu:



Which RPG games do you play (if any)?

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Overall Impressions

How much did you enjoy playing Perpetua?

Not at all 1 2 3 4 5 A lot

☐ ☐ ☐ ☐ ☐

What moments were your least/most favorite?

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How difficult was the gameplay?

Very Easy 1 2 3 4 5 Extremely difficult

☐ ☐ ☐ ☐ ☐

Please explain your rating

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Rate your experience of exploring the game's scenes:

	1	2	3	4	5	
Very Boring	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fun and Engaging

What could be done to improve the game's level/scene design?

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Mechanics

Please rate the following game mechanics. How did they affect your gameplay experience?

Moving around

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

Equipping weapons and armor

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing



Equipping runes

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

Attacking/Guarding

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

Performing skills

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

Using consumables

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

Fleeing

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing



Looting chests

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

Objectives

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

Which mechanics were your most/least favorite?

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What could be improved? How?

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Balancing

Were there any moments during which the game seemed too easy?
Please elaborate.

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Were there any moments during which the game seemed too unforgiving? Please elaborate.

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Were there any runes which seemed too powerful?

- ☐ Attack Buff Rune
- ☐ Defense Buff Rune
- ☐ Blinding Rune
- ☐ Extra Turn Rune
- ☐ Poison Rune
- ☐ Slowing Rune
- ☐ Stunning Rune
- ☐ None

If there were any, then could you describe how combat encounters with the selected item(s) went?

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Which enemies were too powerful?

- ☐ Bandits
- ☐ Wolf
- ☐ Necromancer
- ☐ Mad Man
- ☐ Woodcutter
- ☐ Monarch of Blissful Dreams (Final Boss)
- ☐ None

Which enemies did you enjoy fighting the most?

- ☐ Bandits
- ☐ Wolf
- ☐ Necromancer
- ☐ Mad Man
- ☐ Woodcutter
- ☐ Monarch of Blissful Dreams (Final Boss)
- ☐ None

What did you like or dislike about the game's battles?

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Is there anything that can be improved in terms of making the game more balanced? How?

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User Interface

How intuitive did you find the controls?

	1	2	3	4	5	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very intuitive

What was good/bad about the controls?

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Did the game communicate the controls well?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Yes

What could be done to communicate the game's controls more effectively?

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Graphical User Interface

(menus and overlay)



Rate the game's graphical user interface in terms of usability:

	1	2	3	4	5	
Unusable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very efficient

Rate the game's graphical user interface in terms of readability and comprehension:

	1	2	3	4	5	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very intuitive

What could be done to improve the graphical user interface?

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Graphics And Aesthetics

Rate the game's overall appearance:

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

Please explain your rating:

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How did the game's graphics affect it's functionality?

Worsened 1 2 3 4 5 Improved

☐ ☐ ☐ ☐ ☐

Please explain your rating.

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Conclusion

How likely would you be to play a longer version of Perpetua?

Not at all 1 2 3 4 5 Very

☐ ☐ ☐ ☐ ☐

How likely would you be to recommend Perpetua to a friend?

Not at all 1 2 3 4 5 Very

☐ ☐ ☐ ☐ ☐

Is there something more you would like to add?

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Thank you for your time!

Saada ära

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