ShredEx - Fresh Eye Playtest Form V3

Playtest form for ShredEx by Redline

	tional)											
	v muc erfun		•	-	-		-		-	-	games? (Ex. Bomb	o Rush	
Mar	k only	one c	oval.										
	1	2	3	4	5	6	7	8	9	10			
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	v mud zy Ta:		you	enjo	у са	sual	, non	-sim	ulatio	on orier	ted, arcade racing o	james [°]	
Cra	Mark only one oval.												
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4.	How much do you enjoy Extreme Sports games? (Ex. Tony Hawk Pro Skater, Rollerdrome)
	Mark only one oval.
	1 2 3 4 5 6 7 8 9 10
	Hate O O O O Love Them
5.	What did you feel your goal was? *
6.	Did you find it satisfying to complete this goal? Why or why not?

7.	Check which mechanics you felt you understood *
	Check all that apply.
	Movement
	Jump
	Picking up a package
	Delivering a package
	Grinding on a surface
	Boost
	Score/Combo
	Gameplay session timer
	Controls
	Waypoints
	Fast Fall
8.	What mechanics did you feel were connected to delivering a package? * Check all that apply. Waypoints Gameplay session timer Score/Combo Boost Grinding on a surface Airtime Double Jump
9.	What elements displayed on the HUD did you notice?

10.	Final thoughts or suggestions? (Optional)

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