1. Overall how was your experience with the game today?
2. What do you think about the character's movements to your inputs?

   Walk speed   Run speed   Jump speed   Dash speed   Swim speed   Quick swim speed   Climb speed   Dash climb speed   Glide speed   Quick glide speed   Glide fall speed

3. What do you think regarding the control of your character's movements?

   Walk   Run   Dash   Jump   Swim   Quick swim   Climb   Dash climb   Glide   Quick Glide

4. Please rate the responsiveness of the in-game camera.
   1. Auto camera   *1.Very unresponsive - 5.Too unresponsive*
   2. Manual camera *1.Very unresponsive - 5.Too unresponsive*

5. What did you think regarding the stamina/HP regeneration speed in the game?
   1. Stamina regeneration *1.Too slow - 2.Too fast*
   2. HP regeneration *1.Too slow - 2.Too fast*

6. What do you think of the Stamina & HP capacity?
   1. Stamina capacity   *1.Too low - 5.Too high*
   2. HP capacity   *1.Too low - 5.Too high*

7. What do you think of the stamina consumption rate?

   Too few - Too high
   1. The stamina consumption when you dash or sprint The stamina consumption when you climb or dash climb
   2. The stamina consumption when you glide or quick glide
   3. The stamina consumption when you swim or quick swim
8. What do you think about the size of the map to be explored in the game?
   The size of the explorable map was:

   1.Too small - 5.Too big
9. How would you describe the visual art style and look of the characters?

   1.Strongly Disagree - 5.Strongly Agree
   1. The characters are visually appealing
   2. The character's animation movements are fluid and appealing
   3. I am interested in learning more about the characters
   4. I am interested in seeing more characters made in the same style
   5. I think the character assets are polished & refined
10. How would you describe the art style and look of the environment?

    1.Strongly Disagree - 5.Strongly Agree
    1. The environment is visually appealing
    2. I have grasped an understanding of the game's world from the game's setting
    3. I am interested in the game's setting (location, history, lore, etc.) & environment
    4. I think the environment assets are polished and refined

11. How would you describe the look & feel of the UI?

    1.*Strongly Disagree - 5.Strongly Agree*

    1. The UI is clear, intuitive, and understandable
    2. The UI style is visually appealing
    3. I can read the UI text clearly and comfortably

12. Navigating around the menu of the game gives me a sense of satisfaction

    1.*Strongly Disagree - 5.Strongly Agree*

13. I think the UI assets are polished and refined

    1.*Strongly Disagree - 5.Strongly Agree*

14. What do you think of the duration of the race? *Too short- Too long*

15. How would you describe the look & feel of the visual effects (VFX)?

    1. I understand the intention and visual implications of the VFX

       1.*Strongly Disagree - 5.Strongly Agree*

    2. The VFX enhances my playing experience

       1.*Strongly Disagree - 5.Strongly Agree*

    3. I think the VFX assets are polished and refined

       1.*Strongly Disagree - 5.Strongly Agree*

16. Multiplayer experience

    1. How would you rate the game's multiplayer experience overall?

       1.*Very poor - 5.Excellent*

    2. Anything else you'd like to share regarding your experience?
    3. How likely are you to recommend this prototype to a friend or colleague?

       1.*Not at all likely - 10. Extremely likely*