Hunger Questionnaire

Thank you for taking the time to play the game this is probably the last test version before the project is submitted. Everything should be fully functional. Please answer these questions and send then to me via e-mail to tdc1@btinternet.com or tdc1@st-andrews.ac.uk as soon as convenient. They don't have to be long or in-depth answers, any feedback you can provide will be very helpful. If you don't answer all 16 questions just send me what you've done.

1. Did you read the User Manual first or immediately start playing the game? If you did read the manual first, approximately how long did you spend reading it? **This time is only for before you started playing the game and not the total time.**

2. When you first double clicked on the game icon and the Main Menu was displayed did you recognise what to do and what you could do?

3. Did you press the HELP button or F1 at anytime to access the in-game help? Did this solve any problems you had? If it did not solve the problem did you look at the User Manual? Did you know where to find the user manual?

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4. When you started a new game did you find controlling the character and moving around the game world difficult? Did you get stuck on objects often and resorted to repeatedly bashing the **Home** key to "unstick" yourself?

5. Did you understand the aim of the game and how to get from level to level?

6. Was it clear which stats had to be kept low and high in order to survive? If it was not clear what did you do? Did it then become clear?

7. Did you understand all information shown on the screen, including what items could be picked up? If not, what did you do?

8. How often did you find yourself going back to read the user manual? Did you even need to read it at all? Approximately how much time did you spend reading after playing the game?

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9. When you died in the game was it a bit sudden?

10. When the Game Over screen was displayed did you recognise what to do?

11. Did you find any errors with the game, for example, you got stuck on an object and could not "unstick" yourself, the game did not display properly etc.?

12. When you reached the area containing the cable car did you recognise it was the way to complete the game? Did you know what to do to complete the game?

13. If you managed to complete the game, approximately how long did it take?

14. If you ever used the save game and/or load game features did you understand how to use them?

15. Was the game too easy or too hard? Did you become frustrated/ annoyed at any point?

16. Have you any further comments or criticisms about the game or provided documentation? Is there anything you think should be said in the User Manual that I've missed for example?