

## Hunger Demo Questionnaire

Thank you for taking the time to play the game but please note that this is only a early demo and does not include much of what will be in the final version. For this reason you'll probably find it very easy. Please answer these questions and send then to me via e-mail to [tdc1@btinternet.com](mailto:tdc1@btinternet.com) as soon as possible. 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 the questions just send me what you've done.

Demo features:

- The LOAD GAME and CREDITS buttons on the main menu do nothing.
- The game demo only consists of one level and I've used a temporary wall to block of the exit. There is no real objective but you should try to stay alive as long as possible by using items.
- All item descriptions are in the as yet uncompleted user manual. Most other help required should be in there too but please e-mail me if you have any problems.
- Sleeping is not included in the demo so just ignore the fear and speed bars.
- There are no Rot yet.
- The LOAD GAME button on the game over screen does nothing.
- There is no music yet and the majority of the sound effects do not exist yet.

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

2. 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?

3. Was it clear which stats had to be kept low and high in order to survive?

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4. Did you understand all information shown on the screen?

5. 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 it the first time?

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

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

8. 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.?

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9. 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?