Evaluation of Procedurally Generated Escort Mission Maps Survey

Thank you very much for taking time with this survey you will be shown several procedurally generated maps, the spawn point for the attacking team is in the top right corner with the defending team based on the other corner. The key for the maps are; Black squares are buildings, grey squares are health-packs and white squares are the route that the payload will take. The darker the gradient of the landscapes the lower the map is.

1. How often do you play video games?

|  |  |  |  |
| --- | --- | --- | --- |
| Less than once a month | Less than once a week | Less than once a day | More than once a day |
|  |  |  |  |

1. How long have you been playing co-operative first person shooters?

|  |  |  |  |
| --- | --- | --- | --- |
| Less than once a month | Less than once a week | Less than once a day | More than once a day |
|  |  |  |  |

1. In the map what do you think of the size?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Very Small | A Little Small | Average | A Little Big | Very Big |
|  |  |  |  |  |

1. In the map what do you think of the route of the payload?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Very unfair for the attacking team | A bit unfair for the attacking team | Average | A bit unfair for the attacking team | Very unfair for the defending team |
|  |  |  |  |  |

1. What is your overall opinion on the fairness of the map?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Very unfair for the attacking team | A bit unfair for the attacking team | Average | A bit unfair for the attacking team | Very unfair for the defending team |
|  |  |  |  |  |

1. What is your opinion on the map?

|  |
| --- |
|  |