1 Questionnaire

1.1 Task

The task involves creating a single level of a Tactical RPG (Each level is grid based (like chess) where each player takes turns to move and/or attack the opposing player).

Weapons

Name	Weapon Type	Strength	Icon
Long Bow	Ranged	30	1
Black Spear	Spear	20	A
Ice Sword	Melee	10	1

Skills

Name	Type	Range	Area	Strength
Thunder Flare	Ranged	4	1	15
Air Blade	Ranged	2	0	25

Units

Agrias			
	Weapon	Long Bow	
	Strength	20	
	Move	3	
	S	kills	
100	Air Blade		

	Elena	با
	Weapon	Black Spear
	Strength	30
	Move	5
FIX	Skills	
	Thunder 1	Flare

Map Enemies

Mustadio			
	Weapon	Long Bow	
	Strength	20	
	Move	3	
	Skills		
-			

Druksmald		
	Weapon	Ice Sword
<u></u>	Strength	30
	Move	5
	S	Skills

Zalbaag			
	Weapon	Ice Sword	
	Strength	25	
	Move	5	
	S	kills	

	Ajora	
	Weapon	Ice Sword
<u> </u>	Strength	20
	Move	5
	S	skills

Map

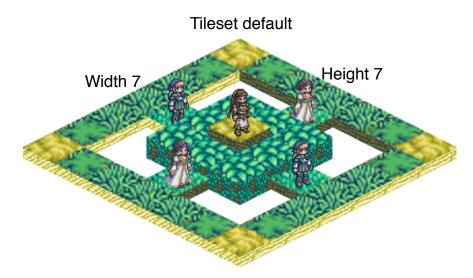


Figure 1: The map to create

Win Condition

Defeat Specific Unit – Elena.

Start Dialog:

Text You can not Win!

Speaker Kyou

End Dialog:

Text How did I lose?

Speaker Elena

Music:

Background Music 3-15 Faraway Heights

1.2 Editor Usability Scale

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1. I think that I would like to use this system frequently.	\leftarrow stron	ngly disa	gree ag	ree comp	oletely –
2. I found the system unnecessarily complex.					
3. I thought the system was easy to use.					
4. I think that I would need the support of a technical person to be able to use this sys-					
tem.					
5. I found the various functions in this system were well integrated.					
6. I thought there was too much inconsistency in this system					
7. I found the system very cumbersome to use					
8. I felt very confident using the system					
9. I needed to learn a lot of things before I could get going with this system					
1.3 Playing a pre-created game	\leftarrow stron	ngly disa	gree ag	ree comp	oletely –
1. I found the game intuitive					
2. The game had a appropriate level of difficulty.					
3. I enjoyed playing the game.					
4. Please share any other comments about the g	game:				

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5. Have you played a Tactical RPG before?
6. If yes, did Engine have features you like to create in a game?
7. How easy to use was the Engine?
8. What particular aspects of the Engine did you like?
9. What particular aspect of the Engine did you dislike?
10. What features would you like to see added to the Engine in the future?
11. Please share any other comments: