

# 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	
Black Spear	Spear	20	
Ice Sword	Melee	10	

### 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
	Skills	
	Air Blade	


Elena		
	Weapon	Black Spear
	Strength	30
	Move	5
	Skills	
	Thunder Flare	

### Map Enemies

Mustadio		
	Weapon	Long Bow
	Strength	20
	Move	3
	Skills	

Druksmald		
	Weapon	Ice Sword
	Strength	30
	Move	5
	Skills	

Zalbaag		
	Weapon	Ice Sword
	Strength	25
	Move	5
	Skills	

Ajora		
	Weapon	Ice Sword
	Strength	20
	Move	5
	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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	← strongly disagree				agree completely →
1. I think that I would like to use this system frequently.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2. I found the system unnecessarily complex.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3. I thought the system was easy to use.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4. I think that I would need the support of a technical person to be able to use this system.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5. I found the various functions in this system were well integrated.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6. I thought there was too much inconsistency in this system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7. I found the system very cumbersome to use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8. I felt very confident using the system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9. I needed to learn a lot of things before I could get going with this system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## 1.3 Playing a pre-created game

	← strongly disagree				agree completely →
1. I found the game intuitive	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2. The game had a appropriate level of difficulty.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3. I enjoyed playing the game.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4. Please share any other comments about the game :					

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## 1.4 Questions

5. Have you played a Tactical RPG before?

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6. If yes, did Engine have features you like to create in a game?

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7. How easy to use was the Engine?

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8. What particular aspects of the Engine did you like?

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9. What particular aspect of the Engine did you dislike?

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10. What features would you like to see added to the Engine in the future?

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11. Please share any other comments:

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