




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).

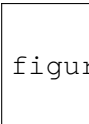
Weapons

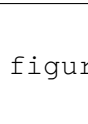
Name	Weapon Type	Strength	Icon
Long Bow	Ranged	30	
Black Spear	Spear	20	
Ice Sword	Sword	10	

Skills

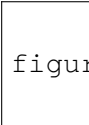
Name	Type	Range	Area	Strength
Thunder Flare	Ranged	4	1	15
Air Blade	Ranged	2	0	25

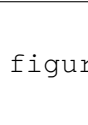
Units

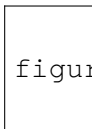
Agrias		
	Weapon	Long Bow
	Strength	20
	Move	3
	Skills	
	Air Blade	

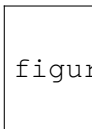
Elena		
	Weapon	Black Spear
	Strength	30
	Move	5
	Skills	
	Thunder Flare	

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	

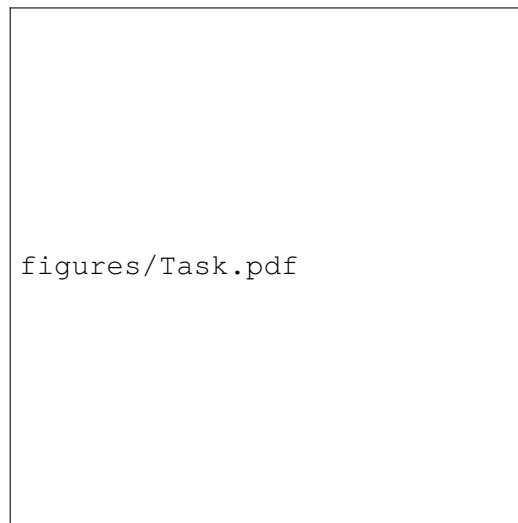
Map

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

© Digital Equipment Corporation, 1986.

	← 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 thought there was too much inconsistency in this system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8. I found the system very cumbersome to use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9. I felt very confident using the system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10. 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:

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 of the Engine did you find lacking?

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

12. Any comments?

13. Please share any other comments:
