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

← strongly disagree   agree completely →

1. I think that I would like to use this system frequently.

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 system.

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 thought there was too much inconsistency in this system

8. I found the system very cumbersome to use

9. I felt very confident using the system

10. I needed to learn a lot of things before I could get going with this system

1.3 Playing a pre-created game

← strongly disagree   agree completely →

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:

1.4   Questions

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:

_____