Players played against each other or the developer in three rounds and then were asked to answer a questionnaire to discuss the merits of the game in terms of accessibility, ease of use and enjoyment. The developer did not answer the questionnaire to reduce bias in the results, and only played when there was no one available to pair another player with. There was also a question offering the player the ability to provide comment on improvements they recommend for the game. The questions asked at the end of each testing session were as follows.

Were you the blinded player? – This question, used in correlation with the next one, is asked to determine whether or not blinded players were more or less effective than those with sight.

Did you win you game? - This question is used to determine the validity of the hypothesis, it will be determined that if those who have been blinded are as commonly winning as those who are not then the hypothesis (REFERENCE HYPOTHESIS SECTION HERE) will be shown to be valid.

On a scale of 1 to 10, How easy did you find the control scheme to pick up and play with? (1 being very difficult 10 being very easy) – This question is used to assess the accessibility of the control scheme, if the majority of players find the control scheme rate this above a 5 then the control scheme will be deemed to be accessible overall. If the majority of blinded players find the control scheme accessible then it will be deemed as accessible to the target demographic.

On a scale of 1 to 10, How easy was it to understand how close to death you were at any given time? (1 being very difficult 10 being very easy) – This is used to determine the level of understanding players have with non-visual UI elements. The rating of this would be expected to increase as players play more of the game. The questionnaire takes place after the first playthrough of the game and as such this evaluates players initial ability to asses their health level.

Did you feel that your success or failure was based on luck or skill? – This question is used in part to determine enjoyment of the game as shown by (Juul, 2009), player’s prefer it when they have agency in the result of their success or failure.

On a scale of 1 to 10 how much did you enjoy your experience with the game? (1 being no enjoyment at all 10 being greatly enjoyed) – This question is to evaluate the success of the game as a game and will be established. If the players have enjoyed the game, it will be considered more successful as a game.

Do you have any comments on how to improve the game? – This question is used to take into account possible feedback for future iterations of the game.

Juul, J. (2009). *Fear of Failing? The Many Meanings of Difficulty in Video Games*. 1st ed. [ebook] jesperjuul.net, p.1. Available at: https://blackboard.gcal.ac.uk/bbcswebdav/pid-1829585-dt-content-rid-2088142\_2/courses/M2I622930-15-A/Juul%20%20Fear%20of%20Failing%20Video%20Games.pdf [Accessed 17 Apr. 2018].