**Survey Design**

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**Phase One**

**Bug Testing**

* Did you encounter any points in a level which made the level impossible to complete?
  + If so, can you describe how the level could not be completed?
* Did you encounter any overlapping or floating objects?
* How frequently, if ever, did you notice any major performance issues? For example, significant FPS drops or long level loading times?
  + If so, can you describe what happened?
* Did you have any issues with the controls?
  + If so, what were they?
* Did changing the parameters in the UI have the effect you were expecting on the next round of level generation?
* Did the game crash or freeze at any point?
* Were there any other significant bugs which you encountered?
  + If so, can you describe how to recreate them?

**Phase Two**

**Player Feedback**

* How familiar would you say you are with 2D platformer games?
  + 1-6 scale from “Never played” to “Play very often”.
* How would you rate the chance of you playing through one of these games more than once?
  + 1-6 scale from “Very low” to “Very high”.
* How would you rate the variety in levels of these 2D platformers?
  + 1-6 scale from “Very poor” to “Very good”.
* Whilst testing this level generation project, did you encounter the same level twice, or did any two levels feel extremely similar?
  + Yes or No.
* Did you encounter any levels which could not be completed due to an issue in the level generated?
  + Yes or No.
* In comparison to other 2D platformers you may have played, did the levels in this project feel more, less or just as predictable?
  + 1-6 scale from “Much less” to “Much more”.
* Would the style of level generation presented in this project make you more, less or just as likely to have multiple playthroughs of a full-scale 2D platformer which utilised it?
  + 1-6 scale from “Much less” to “Much more”.
* How would you say this style of level generation would affect your engagement and interest in a full game?
  + 1-6 scale from “Very negatively” to “Very positively”.

**General Notes**

* I am using a 1-6 scale because having no exact centre choice for the questions will hopefully encourage participants to more carefully consider their answers as they will have to lean toward either side.
* Phase 1 will primarily be used to improve the development of the project prior to phase 2 and the results may not be used as much in my final dissertation, since phase 2 focuses more on the player’s opinion it will be more heavily used in the results section of my final paper.
* There will be approximately 1 week between phase 1 and phase 2 to allow me time to review the results and fix any bugs which participants may find.
* I chose to use this system because I want to get accurate results to the idea of player engagement in comparison to traditional platformers, and I feel this will come across better if the participants are not having issues with bugs.