**Survey Design**

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**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.
* The scale will go as follows:
  + 1 – Strongly Disagree.
  + 2 – Disagree.
  + 3 – Somewhat Disagree.
  + 4 – Somewhat Agree.
  + 5 – Agree.
  + 6 – Strongly Agree.
* 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.

**Phase One**

**Bug Testing**

* Were there any levels you were unable to complete?
  + Yes/No.
    - If yes, describe why.
* Did you encounter any overlapping or floating objects?
  + Yes/No.
* I felt the performance of the game was adequate and I did not notice any issues.
  + Scale 1-6.
  + Coupled with a log which will meter FPS as the player is playing and request the participant to send it to me once survey is complete.
* I did not have any issues with movement of the character.
  + Scale 1-6.
* I understood the parameter UI and what each setting should do.
  + Scale 1-6.
* When I changed these parameters, the changes were reflected in the next level.
  + Scale 1-6.
* Did the game crash or freeze at any point?
  + Yes/No.
    - If yes, describe what you were doing at the time of the crash.
* Were there any other significant bugs which you encountered?
  + If so, can you describe how to recreate them?

**Phase Two**

**Player Feedback**

* I have experience playing 2D platformers in the past.
  + Scale 1-6.
* I often play through these games more than once.
  + Scale 1-6.
* I feel the games have unique and varied levels.
  + Scale 1-6.
* Did you encounter the same level layout more than once during the project (without using a set seed)?
  + Yes/No.
* Overall, I feel the levels in this project were varied and unique.
  + Scale 1-6.
* How many levels did you generate and how many did you manage to complete?
  + Levels generated.
  + Levels completed.
* I feel the project generated levels which were more varied and unique than the ones I have played in other 2D platformers.
  + Scale 1-6.
* A full-scale 2D platformer which used this method of procedural level generation would make me more likely to play through more than once compared to other ones I have played.
  + Scale 1-6.
* This style of procedural level generation would make me feel more engaged in the game than a traditional 2D platformer.
  + Scale 1-6.