

# The Game

Project Phase IV

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ITE 450: Human-Computer Interaction

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# 1 Planning

Some things had to be considered and decided prior to creating the questionnaire. Those topics and the outcome of the planning process are listed below.

## 1.1 Participants

There was a total of six participants needed for this activity. These individuals would be selected from a combination of:

- Spouse
- Children
- Neighbors

## 1.2 Representative Tasks

Tasks the participants would be asked to complete were:

- Select a game from the main menu
- Select different options from each game menu
- Complete each game
- Make various choices during gameplay

## 1.3 Measurements

The successfulness of the game design would be measured by observing and asking:

- Were the menu options understandable?
- Did each game function properly?
- Could the participant understand how to play without asking for clarification?
- Did the participant enjoy the games?

## 1.4 Outline

The plan to carry out the evaluation was as follows:

- Take the laptop that contains the game to the participant.
- Give the questionnaire to the participant prior to them playing the games so they can read over it and ask clarifying questions if needed.
- Have them to play each game with me nearby so I could observe.
- Have them complete the questionnaire.
- Discuss their answers and ask what they thought each question meant.
- Ask for their overall impression of the games.
- Ask for overall feedback.

## 2 The Questionnaire

### 2.1 Overview

The goal of the questionnaire was to find out the following information:

- How easy was it to learn the interface for the game and interact with it?
- What are the parts of the game design/play that they are having the most trouble with?
- What kinds of recommendations do they have from improving the game design?
- How much time did they spend figuring out how to use the interface?

To determine the answers to those questions, a questionnaire was designed which consisted of four sections and twenty-six questions. The types of questions used were multiple choice, rating scale, and short answer. All questions were optional and could be skipped if the participant chose not to answer.

## 2.2 Section 1 – Personal Details

This section was included to gather demographics about the participants. Demographics can help with trend analysis.

### 2.2.1 Question One

What is your first name?

This question was asked for identification purposes should there be a need to follow up with the participant. The participants understood this question without question or need for any explanation.

### 2.2.2 Question Two

What is your age range?

This question was asked to help determine which age range(s) the game should be geared towards. This question was understood by the participants. However, one participant asked why 30-51 was one category instead of two.

### 2.2.3 Question Three

If you are a student, what grade are you in?

This question was asked to help narrow down a target audience. All participants understood what this question meant.

### 2.2.4 Question Four

Are you comfortable using a computer?

This question was due to the way the game was designed. It was programmed using C++ and the Visual Studio console window was being used to play the games. Knowing how comfortable the user was with a computer could help explain why they may have had problems using the game.

Most of the participants understood this question. However, one of them took it to mean “comfortable” as in trusting the security of the computer. In actuality, the question was trying to determine, “Is it easy for you to use a computer? Do you know how to use a mouse and keyboard? Do you understand switching between windows or programs?”

#### 2.2.5 Question Five

Do you have any computer programming experience?

This question was to give more insight for the feedback. Someone who has written code for a program before would likely offer a different kind of response based on their understanding of programming.

Most of the participants understood this question as intended and answered accordingly. Two participants answered they have computer programming experience and when asked what they thought that question meant, one said he thought it was asking if he was interested in how computers and games work. The other said he thought it was asking if he had every made anything with a computer and since he has used a 3-D printer he thought he should answer yes.

### 2.3 Section 2 – High Roll vs Low Roll

This section was specifically for questions about the participants experience playing High Roll vs Low Roll. The questions were placed in their own section to provide clarity for the participant and questionnaire evaluator.

#### 2.3.1 Question One

Have you played a game like this before?

This was asked to find out if this was a new game to the player or to find out if they have played a similar game before that they could be comparing this game with. All participants understood this question as it was intended.

### 2.3.2 Question Two

Did you have to spend a lot of time figuring out how to play this game?

This was being asked to find out if the game was self-explanatory and/or if the “how to play” instructions were clear. All participants understood this question. The variation in answers came from what the players considered to be “a lot of time.”

### 2.3.3 Question Three

Were the on-screen instructions easy to follow?

This was asked to make sure all displayed text was easy to read and understand for players of all ages and education levels. Everyone understood what this question was asking.

### 2.3.4 Question Four

Was anything about this game difficult for you? If so, what was it?

This was a broad question that could have been broken down into a couple of questions. It was being asked to find out if any of the functionality in the gameplay was difficult. For example, not being able to display a menu or enter a response. Some of the participants had that understanding, but some of them thought the question was asking if it was hard for them to understand the rules of the game.

### 2.3.5 Question Five

What did you like about this game?

This was asked to find out what the participant enjoyed about playing the game. Knowing what they like ensures that feature is not removed before the final changes are made prior to releasing the game. All players understood this question.



#### 2.3.6 Question Six

Was there anything you would change?

This was asked to find out if there was anything about the functionality they would change. However, all of them understood the question as, “What enhancements would you make to the game?” Some of their responses was a change to functionality while others were added features.

#### 2.3.7 Question Seven

Please provide any additional feedback you have about this game.

This statement was provided to give the user an opportunity to share their ideas for enhancing the game or to provide constructive criticism. All the participants understood this question but some of them felt the question was the same as the previous one but worded differently.

### 2.4 Section Three – Sudoku

This section was specifically for questions about the participants experience playing Sudoku. The questions were placed in their own section to provide clarity for the participant and questionnaire evaluator. For consistency and flow of the questionnaire, these are the same questions that were asked for High Roll vs Low Roll.

#### 2.4.1 Question One

Have you played a game like this before?

This was asked to find out if this was a new game to the player or to find out if they have played a similar game before that they could be comparing this game with. All participants understood this question as it was intended.

#### 2.4.2 Question Two

Did you have to spend a lot of time figuring out how to play this game?

This was being asked to find out if the game was self-explanatory and/or if the “how to play” instructions were clear. All participants understood this question. The variation in answers came from what the players considered to be “a lot of time.”

#### 2.4.3 Question Three

Were the on-screen instructions easy to follow?

This was asked to make sure all displayed text was easy to read and understand for players of all ages and education levels. Everyone understood what this question was asking.

#### 2.4.4 Question Four

Was anything about this game difficult for you? If so, what was it?

This was a broad question that could have been broken down into a couple of questions. It was being asked to find out if any of the functionality in the gameplay was difficult. For example, not being able to display a menu or enter a response. Half of the participants did not report any difficulties, but the other half all had the same concern about one aspect of the game.

#### 2.4.5 Question Five

What did you like about this game?

This was asked to find out what the participant enjoyed about playing the game. Knowing what they like ensures that feature is not removed before the final changes are made prior to releasing the game. All players understood this question.

#### 2.4.6 Question Six

Was there anything you would change?

This was asked to find out if there was anything about the functionality they would change. However, all of them understood the question as, “What enhancements would you make to the game?” Some of their responses was a change to functionality while others were added features.

#### 2.4.7 Question Seven

Please provide any additional feedback you have about this game.

This statement was provided to give the user an opportunity to share their ideas for enhancing the game or to provide constructive criticism. All the participants understood this question but some of them felt the question was the same as the previous one but worded differently.

### 2.5 Section 4 - Conclusion

This section of questions was to provide closure to the questionnaire and allow the participant to provide any remaining feedback.

#### 2.5.1 Question One

How would you rate your overall satisfaction with High Roll vs Low Roll?

This was asked to find out how much the player liked all aspects of the High Roll vs Low Roll game. The participants understood the meaning behind this question as intended.

#### 2.5.2 Question Two

Why did you give it this rating?

This was asked to get further clarification about what they liked/disliked about this game. All of them understood this question.

### 2.5.3 Question Three

How would you rate your overall satisfaction with Sudoku?

This was asked to find out how much the player liked all aspects of the Sudoku game. The participants understood the meaning behind this question as intended.

### 2.5.4 Question Four

Why did you give it this rating?

This was asked to get further clarification about what they liked/disliked about this game. All of them understood this question.

### 2.5.5 Question Five

Would you play either of these games on your own device?

This question was asked to find out if either of the games were enjoyable enough that the player would download it on their own phone, tablet, or computer. All participants understood this question correctly.

### 2.5.6 Question Six

If you would not play either game on your own device, why?

The question intended to only be answered if they would download neither game. The goal was to find out why neither of the games were enjoyable enough.

This question caused most participants to stop and think for a moment before responding. The wording of the question and provided response options caused confusion and even once they responded they misunderstood the intent of the question. They understood the question as asking why they would only download one game and not the other.

#### 2.5.7 Question Seven

Is there anything else you would like to say about your experience playing these games, or do you have any other suggestions.

This question was to gather any final thoughts the participant had about either of the games. They understood the question as it was intended.

### 3 Results

By looking at a summary of the combined responses, it is easy to see trends. These results can be used to improve low scoring areas, fix bugs that were found, or get ideas of what new features to add to the game before releasing it to the public.

#### 3.1 Summary of Responses – Personal Details

There were six participants that completed the questionnaire. Five male and one female. There was one person in the age range of 5-10 who selected 21-30 by mistake. Two people were between 11-15. Two people were aged 16-20. One person was in the 31-50 range. Of these six people, four of them are students. There is one person in each of the following grades: 2<sup>nd</sup>, 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>.

Half of the participants say they are very comfortable using a computer. A third said they were somewhere in the middle. One said they do not like using computers. When this person answered the question they stated, “No, I don’t like using computers because I don’t know who’s watching me on there.”

When asked if they had any computer programming experience four of the participants said no and two said yes. Upon further questioning, it was discovered those two misunderstood the question and do not have programming experience.

### 3.2 Summary of Responses – High Roll vs Low Roll

Only 33% of the participants said they have played a game like this before while 67% had not. Two participants said it took them a long time to figure out how to play the game and one of them was part of the 33% who said they had played a similar game in the past. When asked if the on-screen instructions were easy to follow, all the participants said “yes”.

There were five responses to the question asking if anything about the game was difficult. Of those responses, four said no and one person said, “not clicking.” When asked to explain, he said it was hard for him because he could not click the screen with his mouse like he is used to doing.

All 6 participants had a different response for what they liked about the game. One person liked that they won the game. Another liked the lingo, especially the part that read, “Ha, ha, ha.” One player liked that it was a game of luck and thought it could be very addicting to play. Other reasons mentioned were it was fun, it was simple to comprehend, and I like it because it has math.

There were also a variety of answers about what they would change. One person said no. Although none of the other five participants had feedback about changing the functionality of the game, they did have good suggestions for enhancing the game. Their suggestions were to add music if they win the game, add colors to the screen, and three of them wanted a die added for visual effects.

The final question asked if there was any additional feedback. Only five people responded and they each had a different reply. One person had nice things to say about the developer of the game. Another said, “nothing.” One participant thought the computer interacting with them was fun to play with. Another participant said it was fun and they would recommend it to others. The final person said they liked the game and would play it again.

### 3.3 Summary of Responses – Sudoku

Only four participants had played Sudoku in the past. However, only one of them had to spend what they consider to be a lot of time figuring out how to play. The other five people said it did not take them long to figure out how to play. Only one person said the on-screen instructions were hard to follow, but this person is also in second grade, so their reading skills are not fully developed yet.

When it came to what the participants found difficult about this game, half said nothing. However, the other half had concerns with entering a 'Y' to add another number to the board. One player added another comment about not being able to go back to see the high scores once a round of the game had been started. When asked to clarify, he said he wanted to view the high scores but selected play game by accident. There was no way to get out of the game from the first screen.

There were also commonalities in the responses about what the participants liked about this game. One liked tying the keys to enter a number on the board, two people liked guessing the numbers, and three of them liked that it made them think.

Two people did not have anything to change. However, the other four people had many things to say. One participant commented he did not like the game being like a matrix. When asked to clarify he said he liked the numbers being in a matrix, but he wanted to change the rules of the game to be more like chess. Another player did not like that the answers were hard-coded because he had entered numbers correctly but was told he lost because his answer did not match the hard-coded answer. Multiple issues were reported by one participant. He wanted to have a back button added, to be able to enter the next square to update instead of having to press 'Y' to continue and then adding the information to update, he wanted to be able to use uppercase or lowercase letters for his responses, and he found a bug where if you try to re-enter an answer for a square that already has answer you get stuck. The final participant wanted to be able to click his answer with a mouse instead of using the keyboard.

The request for additional feedback provided a varied of replies. One participant only had nice things to say about the developer of the game. One had nothing to say. A bug was noted by one player where she entered 'N' on a screen where that was not an option and it took her back to the main screen and reset her game to a different board. The issue with hard coding the answer board was mentioned again by the same participant that mentioned it before. One person commented that it was much easier to mess up in this game than in the dice game. The final participant said the game was well formatted and easy to play but he would give it an 8/10 because it required your undivided attention while playing.

### 3.4 Summary of Responses – Conclusion

On a scale of 1-5, where 1 was horrible and 5 was great, four players rated High Roll vs Low Roll as a 5. The reasons given were it was fun, easy, and a good game to help on problems. One player gave it a 3 because they said it was not interesting enough and another player gave it a 2 because the computer wins in the event of a tie.

Using the same scale, two participants rated Sudoku at a 5. Both liked the reference to the lettered gameboard for knowing where to enter their answer. The remaining participants rated this game at a 4. One of them said the developer did a good job making the game but they just do not like Sudoku. The remaining three all said the game was fun but the code for the answer key was wrong, it was not the best thing they ever played, and it was more complicated to play.

If these games were available to install on their personal device, half of the participants would only get Sudoku. Two of them would only get High Roll vs Low Roll and one person would get both. When asked why they would not play either game on their own device, only three people responded. Of those three, only one said it was because he did not play that type of game. The other two selected "other reason" because they did not really understand the question.



When offered a chance to provide final remarks, only two participants had something to say. One said they liked playing the games. The other was a reminder to add color to the games and fix the answer key for Sudoku.

## Appendix A

### Questionnaire 1

# The Game Questionnaire

Pilot survey for reviewing a game prototype.

What is your first name?

hector

What is your age range?

5-10  
11-15  
16-20  
21-30  
31-50  
51+

If you are a student, what grade are you in?

Are you comfortable using a computer?

Yes, very comfortable.  
No, I do not like using computers.  
Somewhere in the middle.

Do you have any computer programming experience?

Yes  
No

### High Roll vs Low Roll

Play the game and then answer the following questions.

Have you played a game like this before?

Yes  
No

Did you have to spend a lot of time figuring out how to play this game?

Yes  
No

Were the on-screen instructions easy to follow?

Yes  
No

Was anything about this game difficult for you? If so, what was it?

What did you like about this game?

i won

Was there anything you would change?

add music

Please provide any additional feedback you have about this game.

im in love with the lady who made the game

## Sudoku

Play the game and then answer the following questions.

Have you played a game like this before?

Yes

No

Did you have to spend a lot of time figuring out how to play this game?

Yes

No

Were the on-screen instructions easy to follow?

Yes

No

Was anything about this game difficult for you? If so, what was it?

i hate sudoku

What did you like about this game?

typing keys

Was there anything you would change?

something besides sudoku

Please provide any additional feedback you have about this game.

even though i hate sudoku, i love the sudoku lady

## In Conclusion

After playing both games, please answer the following questions.

How would you rate your overall satisfaction with High Roll vs Low Roll?

	Horrible
1	
2	
3	
4	
5	
	Great

Why did you give it this rating?

it was easy

How would you rate your overall satisfaction with Sudoku

	Horrible
1	
2	
3	
4	
5	
	Great

Why did you give it this rating?

she did a good job making the game

Would you play either of these games on your own device?

- Yes - Both of them
- Yes - High Roll vs Low Roll
- Yes - Sudoku
- No

If you would not play either game on your own device, why?

- I don't play these types of games.
- There was a problem with the design/functionality.
- I didn't like them.
- Some other reason.

Is there anything else you would like to say about your experience playing these games, or do you have any other suggestions?

## Questionnaire 2

# The Game Questionnaire

Pilot survey for reviewing a game prototype.

What is your first name?

Brooklyn Camp

What is your age range?

5-10

11-15

16-20

21-30

31-50

51+

If you are a student, what grade are you in?

8th

Are you comfortable using a computer?

Yes, very comfortable.

No, I do not like using computers.

Somewhere in the middle.

Do you have any computer programming experience?

Yes

No

## High Roll vs Low Roll

Play the game and then answer the following questions.

Have you played a game like this before?

Yes

No

Did you have to spend a lot of time figuring out how to play this game?

Yes

No

Were the on-screen instructions easy to follow?

Yes

No

Was anything about this game difficult for you? If so, what was it?

nothing was really difficult

What did you like about this game?

The ha ha ha

Was there anything you would change?

nope

Please provide any additional feedback you have about this game.

nothing

## Sudoku

Play the game and then answer the following questions.

Have you played a game like this before?

Yes

No

Did you have to spend a lot of time figuring out how to play this game?

Yes

No

Were the on-screen instructions easy to follow?

Yes

No

Was anything about this game difficult for you? If so, what was it?

No, not really

What did you like about this game?

Is guessing the number

Was there anything you would change?

no

Please provide any additional feedback you have about this game.

I entered N by mistake. But when I hit check it made me go to a different board.

## In Conclusion

After playing both games, please answer the following questions.

How would you rate your overall satisfaction with High Roll vs Low Roll?

Horrible

1

2

3

4

5

Great

Why did you give it this rating?

because its a good game to help on a problme

How would you rate your overall satisfaction with Sudoku

Horrible

1

2

3

4

5

Great

Why did you give it this rating?

first was that you have to pick a letter and then guess a number

Would you play either of these games on your own device?

Yes - Both of them

Yes - High Roll vs Low Roll

Yes - Sudoku

No

If you would not play either game on your own device, why?

I don't play these types of games.

There was a problem with the design/functionality.

I didn't like them.

Some other reason.

Is there anything else you would like to say about your experience playing these games, or do you have any other suggestions?

nope

[Questionnaire 3](#)

# The Game Questionnaire

Pilot survey for reviewing a game prototype.

What is your first name?

Mason

What is your age range?

5-10  
11-15  
16-20  
21-30  
31-50  
51+

If you are a student, what grade are you in?

2th

Are you comfortable using a computer?

Yes, very comfortable.

No, I do not like using computers.

Somewhere in the middle.

Do you have any computer programming experience?

Yes

No

### High Roll vs Low Roll

Play the game and then answer the following questions.

Have you played a game like this before?

Yes

No

Did you have to spend a lot of time figuring out how to play this game?

Yes

No

Were the on-screen instructions easy to follow?

Yes

No

Was anything about this game difficult for you? If so, what was it?

no

What did you like about this game?

it hase math

Was there anything you would change?

make it have a bord an a dise

Please provide any additional feedback you have about this game.



hoo ever that whut playing is fun

## Sudoku

Play the game and then answer the following questions.

Have you played a game like this before?

Yes

No

Did you have to spend a lot of time figuring out how to play this game?

Yes

No

Were the on-screen instructions easy to follow?

Yes

No

Was anything about this game difficult for you? If so, what was it?

no

What did you like about this game?

numbers

Was there anything you would change?

make it not bee like the matrix

Please provide any additional feedback you have about this game.

no

## In Conclusion

After playing both games, please answer the following questions.

How would you rate your overall satisfaction with High Roll vs Low Roll?

Horrible

1

2

3

4

5

Great

Why did you give it this rating?

becuse it was fun

How would you rate your overall satisfaction with Sudoku

Horrible

1  
2  
3  
4  
5

Great

Why did you give it this rating?

i like the matrix

Would you play either of these games on your own device?

Yes - Both of them

Yes - High Roll vs Low Roll

Yes - Sudoku

No

If you would not play either game on your own device, why?

I don't play these types of games.

There was a problem with the design/functionality.

I didn't like them.

Some other reason.

Is there anything else you would like to say about your experience playing these games, or do you have any other suggestions?

i like it

[Questionnaire 4](#)

# The Game Questionnaire

Pilot survey for reviewing a game prototype.

What is your first name?

braden

What is your age range?

5-10  
11-15  
16-20  
21-30

31-50  
51+

If you are a student, what grade are you in?

9th

Are you comfortable using a computer?

Yes, very comfortable.

No, I do not like using computers.

Somewhere in the middle.

Do you have any computer programming experience?

Yes

No

### High Roll vs Low Roll

Play the game and then answer the following questions.

Have you played a game like this before?

Yes

No

Did you have to spend a lot of time figuring out how to play this game?

Yes

No

Were the on-screen instructions easy to follow?

Yes

No

Was anything about this game difficult for you? If so, what was it?

not clicking

What did you like about this game?

it was fun

Was there anything you would change?

thw color

Please provide any additional feedback you have about this game.

it was fun to play i would recomend this to somone bored

### Sudoku

Play the game and then answer the following questions.

Have you played a game like this before?

Yes

No

Did you have to spend a lot of time figuring out how to play this game?

Yes

No

Were the on-screen instructions easy to follow?

Yes

No

Was anything about this game difficult for you? If so, what was it?

putting in y

What did you like about this game?

made me think

Was there anything you would change?

the answer key

Please provide any additional feedback you have about this game.

it was overall fun but i was right and your code said i was wrong

## In Conclusion

After playing both games, please answer the following questions.

How would you rate your overall satisfaction with High Roll vs Low Roll?

Horrible

1

2

3

4

5

Great

Why did you give it this rating?

it was not interesting enough

How would you rate your overall satisfaction with Sudoku

Horrible

1  
2  
3  
4  
5

Great

Why did you give it this rating?

it was fun but the code was wrong

Would you play either of these games on your own device?

Yes - Both of them

Yes - High Roll vs Low Roll

Yes - Sudoku

No

If you would not play either game on your own device, why?

I don't play these types of games.

There was a problem with the design/functionality.

I didn't like them.

Some other reason.

Is there anything else you would like to say about your experience playing these games, or do you have any other suggestions?

more color and fix sudoku

[Questionnaire 5](#)

# The Game Questionnaire

Pilot survey for reviewing a game prototype.

What is your first name?

Daven

What is your age range?

5-10

11-15

**16-20**

21-30

31-50

51+

If you are a student, what grade are you in?

10

Are you comfortable using a computer?

Yes, very comfortable.

No, I do not like using computers.

Somewhere in the middle.

Do you have any computer programming experience?

Yes

No

## High Roll vs Low Roll

Play the game and then answer the following questions.

Have you played a game like this before?

Yes

No

Did you have to spend a lot of time figuring out how to play this game?

Yes

No

Were the on-screen instructions easy to follow?

Yes

No

Was anything about this game difficult for you? If so, what was it?

No

What did you like about this game?

It was very simple to comprehend.

Was there anything you would change?

Yes. You should add a digital dice.

Please provide any additional feedback you have about this game.

## Sudoku

Play the game and then answer the following questions.

Have you played a game like this before?

Yes

No

Did you have to spend a lot of time figuring out how to play this game?

Yes  
No

Were the on-screen instructions easy to follow?

Yes  
No

Was anything about this game difficult for you? If so, what was it?

Yes, I could not go back to the high scores once i started the game. If you did not put a uppercase letter it would not work. y

What did you like about this game?

It forced me to use my brain a little bit more.

Was there anything you would change?

A back button. I was not able to just put the letter. I was forced to put an uppercase letter. If you mess up on one and have to replace one it just ask the question and gives no choices.

Please provide any additional feedback you have about this game.

It is a whole lot easier to mess up in this one.

## In Conclusion

After playing both games, please answer the following questions.

How would you rate your overall satisfaction with High Roll vs Low Roll?

Horrible

1  
2  
3  
4  
5

Great

Why did you give it this rating?

It was boring and it rolled my number and said I lost.

How would you rate your overall satisfaction with Sudoku

Horrible

1  
2  
3  
4

Great

Why did you give it this rating?

It was really fun yet not the best thing I've ever played.

Would you play either of these games on your own device?

Yes - Both of them

Yes - High Roll vs Low Roll

Yes - Sudoku

No

If you would not play either game on your own device, why?

I don't play these types of games.

There was a problem with the design/functionality.

I didn't like them.

Some other reason.

Is there anything else you would like to say about your experience playing these games, or do you have any other suggestions?

## Questionnaire 6

# The Game Questionnaire

Pilot survey for reviewing a game prototype.

What is your first name?

Jonathan

What is your age range?

5-10

11-15

16-20

21-30

31-50

51+

If you are a student, what grade are you in?

Are you comfortable using a computer?

Yes, very comfortable.

No, I do not like using computers.

Somewhere in the middle.

Do you have any computer programming experience?



Yes  
No

## High Roll vs Low Roll

Play the game and then answer the following questions.

Have you played a game like this before?

Yes  
No

Did you have to spend a lot of time figuring out how to play this game?

Yes  
No

Were the on-screen instructions easy to follow?

Yes  
No

Was anything about this game difficult for you? If so, what was it?

no

What did you like about this game?

It was a game of luck, and can be very addicting.

Was there anything you would change?

I would add a die to the screen for special effects

Please provide any additional feedback you have about this game.

I like the game and would play it again

## Sudoku

Play the game and then answer the following questions.

Have you played a game like this before?

Yes  
No

Did you have to spend a lot of time figuring out how to play this game?

Yes  
No

Were the on-screen instructions easy to follow?

Yes  
No

Was anything about this game difficult for you? If so, what was it?

It was time consuming because of the steps taken to enter the answer

What did you like about this game?

It made you think before entering the answers

Was there anything you would change?

Make the game more accesible by allowing the board to be clicked with the mouse cursor

Please provide any additional feedback you have about this game.

Overall the game is well formatted and easy to play, but requires undivided attention. Therefore, this game receives an 8/10.

## In Conclusion

After playing both games, please answer the following questions.

How would you rate your overall satisfaction with High Roll vs Low Roll?

Horrible

- 1
- 2
- 3
- 4
- 5

Great

Why did you give it this rating?

It was fun

How would you rate your overall satisfaction with Sudoku

Horrible

- 1
- 2
- 3
- 4
- 5

Great

Why did you give it this rating?

It was fun but more complicated to play

Would you play either of these games on your own device?

Yes - Both of them

Yes - High Roll vs Low Roll

Yes - Sudoku

No

If you would not play either game on your own device, why?

I don't play these types of games.

There was a problem with the design/functionality.

I didn't like them.

Some other reason.

Is there anything else you would like to say about your experience playing these games, or do you have any other suggestions?

No