**Questionnaire**

**Context: I am planning to develop a 2D platforming running game aimed at PC gamers that will be entertaining and will engage them for a long time.**

* How long do you play video games in the last week?

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Don’t play | 0 to 1 hour | 1 to 10 hours | 10 to 20 hours | 20 to 50 hours | More than 50 hours |

* If you do play games, on what platform do you find yourself playing games the most?

|  |  |  |
| --- | --- | --- |
| PC/Mac | Game Consoles (Including Mobile consoles like DS, PSP) | Mobile phone/tablet |

* How long do you play high-score based games in one session (For example, Space Invaders, Tetris)?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Don’t play | 0 to 10 mins | 10 to 30 mins | 30 to 60 mins | More than 60 mins |
| Why? : Just to keep my skills up and take a few shots at my high scores | | | | |

* How long do you play games with levels in one session (For example, Super Mario World, Legend of Zelda, Castlevania)?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Don’t play | 0 to 10 mins | 10 to 30 mins | 30 to 60 mins | More than 60 mins |
| Why? : Get as much done as i can, diffrent levels brings new exitement | | | | |

* Which of the two would you get bored of the quickest?

|  |  |
| --- | --- |
| High-score based | Level/course based |
| Why? : Its close, if theres alot of levels to choose from then that wins, if there is only a few id rather have scores | |

* For level based games, would you prefer pre-built levels or procedurally generated levels?

|  |  |
| --- | --- |
| Pre-built | Procedurally generated |

* And how many levels would you be satisfied with?

|  |  |  |  |
| --- | --- | --- | --- |
| 1 | 2 to 10 | 11 to 20 | More than 20 |

* Would you read a how-to-play screen, run through a tutorial course, or figure out yourself?

|  |  |  |
| --- | --- | --- |
| How to Play Screen | Tutorial Course | Figure out on my own |

* What art style and theme would you prefer (**Pick a style and a theme**)?

|  |  |
| --- | --- |
| Pixel art **style** | Cartoon **style** |
| Pirate **theme** | Disaster **theme** |

* Which type of pick-up items would you want more of?

|  |  |  |  |
| --- | --- | --- | --- |
| Health items | Scoring items | Buff items | Buff-debuff trade-off items |

* Should enemies and a combat system be added?

|  |  |
| --- | --- |
| Yes | No |

* Would you like a scoreboard system and player stats tracking in the game and why?

|  |  |
| --- | --- |
| Yes | No |
| Why? : its fun to base your scores agnist your friends | |

* Should achievements be added?

|  |  |
| --- | --- |
| Yes | No |

* Should unlockable content be implemented?

|  |  |
| --- | --- |
| Yes | No |

* Should an upgrade shop be added?

|  |  |
| --- | --- |
| Yes | No |

* Should any quest and role-playing elements be added and give examples?

|  |  |
| --- | --- |
| Yes | No |
| Examples: Quests or hidden missions or goal should exist and give rewards for upgrades | |

* Any suggestions?

|  |
| --- |
| Multiplayer Co-Op and local Co-Op  Perminant upgrades  character clothing thats changeable, unlockable clothes  lots of levels  creative and unique weapons, not just weapons that swing and deal damage |

Filled by:

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| --- |
| KI |

Date:

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| 9/21/16 |