**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.**

1. 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 |

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

I use them both

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

1. 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? : Because I like to get the highest score. | | | | |

1. 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? : I find the games very fun due to the sense of adventure. | | | | |

1. Which of the two would you get bored of the quickest?

|  |  |
| --- | --- |
| High-score based | Level/course based |
| Why? : It can become pretty repetitive after a while. | |

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

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

1. And how many levels would you be satisfied with?

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

1. 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 |

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

|  |  |
| --- | --- |
| Image result for fezPixel art **style** | Image result for scribblenautsCartoon **style** |
| http://shop.software-atelier.ch/wp-content/uploads/2014/10/Pirate_Slider.pngPirate **theme** | http://subjunctive.net/klog/images/2009/dino-run-3.gifDisaster **theme** |

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

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

1. Should enemies and a combat system be added?

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

1. Which health system would you think is easier to have in a running game?

|  |  |
| --- | --- |
| Health bar (HP) | Hearts |
| Why? : Because a HP Bar could be pretty confusing to some people because they may not be able to tell how much health they have | |

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

|  |  |
| --- | --- |
| Yes | No |
| Why? : Because it adds another level of player-interactivity and gives them something to strive for (beat their old record for example). | |

1. Should achievements be added?

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

1. Should unlockable content be implemented?

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

1. Should an upgrade shop be added?

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

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

|  |  |
| --- | --- |
| Yes | No |
| Examples: I think a few text-boxes would work very well because it would allow you to world-build, and create interesting plot devices and lore (also you could add some interesting characters within the mix). | |

1. Any suggestions?

|  |
| --- |
| Add in some secrets that the player could find ‘accidently’, and also you could add a little tip screen for whenever the player dies; it pops up at the bottom or middle of the screen with some little interesting facts or tips about the game.  Also work on a game-over screen whenever the player dies, such as: add the score at the end and just have play-again and home buttons on it.  Make sure to also have a settings tab, so the player will be able to adjust things such as volume and other things you could think of.  Have an unlock tab with multiple menu’s on it, such as: characters, accessories, buffs, maps, ETC. |

Filled by:

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Date:

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