**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?

|  |  |  |
| --- | --- | --- |
| 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? : The game doesn’t finish before 60 mins | | | | |

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? :0-10(speed run of small game). 10-30(speed run of larger game)  over 60(a long game on first play) | | | | |

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

|  |  |
| --- | --- |
| High-score based | Level/course based |
| Why? : Never ending, get repetitive when you are over an hour in | |

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**)?

|  |  |
| --- | --- |
| Pixel art **style**Image result for fez | Cartoon **style**Image result for scribblenauts |
| Pirate **theme**http://shop.software-atelier.ch/wp-content/uploads/2014/10/Pirate_Slider.png | Disaster **theme**http://subjunctive.net/klog/images/2009/dino-run-3.gif |

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? : Less accurate so can be easier, one heart lost instead of 13 health | |

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

|  |  |
| --- | --- |
| Yes | No |
| Why? :Something to compare how I did on one try with another | |

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: Achievements can be like mini-quests, hard achievements can take a really long time | |

1. Any suggestions?

|  |
| --- |
|  |

Filled by:

|  |
| --- |
| Isaac Hill |

Date:

|  |
| --- |
| 22/09/2016 |