

I agree to participate in a focus group(s) for the application "Burger Breakout." I understand that any comments, suggestions, or any other responses will be used for a class project in COS 420 Software Engineering and is to be conducted by the group "Six Guys." I understand the information, as mentioned above, will be seen and shared with Dr. Ghanavati and Sanonda Gupta. I also understand that this study is to get feedback for the application "Burger Breakout" to add new features potentially.

During as well as after the focus group meeting, I will not disclose any personally identifiable information such as names or ages of the individuals who participated in the focus group. I also agree not to discuss all conversations that take place during the focus group with any individuals who did not participate in the focus group.

I give complete ownership of all transcripts that are created during or after the focus group and understand that the transcripts will be held by only the members of the group "Six Guys." I understand that the information given by myself will be published to GitHub, Blackboard, and also reside on the group member's personal computers only.

I understand that my participation is entirely voluntary, and I can end it at any time during the focus group without reason and any repercussions. I understand that if I have any questions or concerns regarding the project "Burger Breakout," I can email David Sincyr at [david.sincyr@maine.edu](mailto:david.sincyr@maine.edu) or the professor Dr. Sepideh Ghanavati at [sepideh.ghanavati@maine.edu](mailto:sepideh.ghanavati@maine.edu).

I also confirm that I am at least 18 years of age.

☒ I request that any personally identifiable information will NOT be used in the transcript, which may result in publication.

☐ I authorize that any personally identifiable information can BE USED in the transcript, which may result in publication.

☒ By checking this box, I acknowledge that I am electronically signing the following consent form and agree to all terms indicated in this form.

**Krista Salvas**

Signature of Participant & date

**David Sincyr III      11 Mar 2020**

Signature of Coordinator & date

## SIX GUYS

### Deliverable 2: Focus Group

I agree to participate in a focus group(s) for the application "Burger Breakout." I understand that any comments, suggestions, or any other responses will be used for a class project in COS 420 Software Engineering and is to be conducted by the group "Six Guys." I understand the information, as mentioned above, will be seen and shared with Dr. Ghanavati and Sanonda Gupta. I also understand that this study is to get feedback for the application "Burger Breakout" to add new features potentially.

During as well as after the focus group meeting, I will not disclose any personally identifiable information such as names or ages of the individuals who participated in the focus group. I also agree not to discuss all conversations that take place during the focus group with any individuals who did not participate in the focus group.

I give complete ownership of all transcripts that are created during or after the focus group and understand that the transcripts will be held by only the members of the group "Six Guys." I understand that the information given by myself will be published to GitHub, Blackboard, and also reside on the group member's personal computers only.

I understand that my participation is entirely voluntary, and I can end it at any time during the focus group without reason and any repercussions. I understand that if I have any questions or concerns regarding the project "Burger Breakout," I can email David Sincyr at [david.sincyr@maine.edu](mailto:david.sincyr@maine.edu) or the professor Dr. Sepideh Ghanavati at [sepideh.ghanavati@maine.edu](mailto:sepideh.ghanavati@maine.edu).

I also confirm that I am at least 18 years of age.

☒ I request that any personally identifiable information will NOT be used in the transcript, which may result in publication.

☐ I authorize that any personally identifiable information can BE USED in the transcript, which may result in publication.

☒ By checking this box, I acknowledge that I am electronically signing the following consent form and agree to all terms indicated in this form.

**Paul Chamberlain**

Signature of Participant & date

**David Sincyr III      11 Mar 2020**

Signature of Coordinator & date

I agree to participate in a focus group(s) for the application "Burger Breakout." I understand that any comments, suggestions, or any other responses will be used for a class project in COS 420 Software Engineering and is to be conducted by the group "Six Guys." I understand the information, as mentioned above, will be seen and shared with Dr. Ghanavati and Sanonda Gupta. I also understand that this study is to get feedback for the application "Burger Breakout" to add new features potentially.

During as well as after the focus group meeting, I will not disclose any personally identifiable information such as names or ages of the individuals who participated in the focus group. I also agree not to discuss all conversations that take place during the focus group with any individuals who did not participate in the focus group.

I give complete ownership of all transcripts that are created during or after the focus group and understand that the transcripts will be held by only the members of the group "Six Guys." I understand that the information given by myself will be published to GitHub, Blackboard, and also reside on the group member's personal computers only.

I understand that my participation is entirely voluntary, and I can end it at any time during the focus group without reason and any repercussions. I understand that if I have any questions or concerns regarding the project "Burger Breakout," I can email David Sincyr at [david.sincyr@maine.edu](mailto:david.sincyr@maine.edu) or the professor Dr. Sepideh Ghanavati at [sepideh.ghanavati@maine.edu](mailto:sepideh.ghanavati@maine.edu).

I also confirm that I am at least 18 years of age.

☒ I request that any personally identifiable information will NOT be used in the transcript, which may result in publication.

☐ I authorize that any personally identifiable information can BE USED in the transcript, which may result in publication.

☒ By checking this box, I acknowledge that I am electronically signing the following consent form and agree to all terms indicated in this form.

**Frank Berry**

Signature of Participant & date

**David Sincyr III**

**11 Mar 2020**

Signature of Coordinator & date

I agree to participate in a focus group(s) for the application "Burger Breakout." I understand that any comments, suggestions, or any other responses will be used for a class project in COS 420 Software Engineering and is to be conducted by the group "Six Guys." I understand the information, as mentioned above, will be seen and shared with Dr. Ghanavati and Sanonda Gupta. I also understand that this study is to get feedback for the application "Burger Breakout" to add new features potentially.

During as well as after the focus group meeting, I will not disclose any personally identifiable information such as names or ages of the individuals who participated in the focus group. I also agree not to discuss all conversations that take place during the focus group with any individuals who did not participate in the focus group.

I give complete ownership of all transcripts that are created during or after the focus group and understand that the transcripts will be held by only the members of the group "Six Guys." I understand that the information given by myself will be published to GitHub, Blackboard, and also reside on the group member's personal computers only.

I understand that my participation is entirely voluntary, and I can end it at any time during the focus group without reason and any repercussions. I understand that if I have any questions or concerns regarding the project "Burger Breakout," I can email David Sincyr at [david.sincyr@maine.edu](mailto:david.sincyr@maine.edu) or the professor Dr. Sepideh Ghanavati at [sepideh.ghanavati@maine.edu](mailto:sepideh.ghanavati@maine.edu).

I also confirm that I am at least 18 years of age.

☐ I request that any personally identifiable information will NOT be used in the transcript, which may result in publication.

☒ I authorize that any personally identifiable information can BE USED in the transcript, which may result in publication.

☒ By checking this box, I acknowledge that I am electronically signing the following consent form and agree to all terms indicated in this form.

**Jeff Norton**

Signature of Participant & date

**David Sincyr III      11 Mar 2020**

Signature of Coordinator & date

I agree to participate in a focus group(s) for the application "Burger Breakout." I understand that any comments, suggestions, or any other responses will be used for a class project in COS 420 Software Engineering and is to be conducted by the group "Six Guys." I understand the information, as mentioned above, will be seen and shared with Dr. Ghanavati and Sanonda Gupta. I also understand that this study is to get feedback for the application "Burger Breakout" to add new features potentially.

During as well as after the focus group meeting, I will not disclose any personally identifiable information such as names or ages of the individuals who participated in the focus group. I also agree not to discuss all conversations that take place during the focus group with any individuals who did not participate in the focus group.

I give complete ownership of all transcripts that are created during or after the focus group and understand that the transcripts will be held by only the members of the group "Six Guys." I understand that the information given by myself will be published to GitHub, Blackboard, and also reside on the group member's personal computers only.

I understand that my participation is entirely voluntary, and I can end it at any time during the focus group without reason and any repercussions. I understand that if I have any questions or concerns regarding the project "Burger Breakout," I can email David Sincyr at [david.sincyr@maine.edu](mailto:david.sincyr@maine.edu) or the professor Dr. Sepideh Ghanavati at [sepideh.ghanavati@maine.edu](mailto:sepideh.ghanavati@maine.edu).

I also confirm that I am at least 18 years of age.

☒ I request that any personally identifiable information will NOT be used in the transcript, which may result in publication.

☐ I authorize that any personally identifiable information can BE USED in the transcript, which may result in publication.

☒ By checking this box, I acknowledge that I am electronically signing the following consent form and agree to all terms indicated in this form.

**Lindsey Futrelle**

Signature of Participant & date

**David Sincyr III      11 Mar 2020**

Signature of Coordinator & date

**Script:**

### I. Opening Remarks

I want to open by saying thank you to everyone for coming to our focus group. The main goal of this focus group is to get your feedback on our video game “Burger Breakout.” Furthermore, we appreciate all feedback, as the information provided will have a direct impact on our video game application. There are a few basic rules that I do ask of you all:

- a. There is no right or no wrong answers
- b. Please feel free to speak freely
- c. Please do not interrupt others
- d. Please be as active as you feel comfortable
- e. Please make sure you completely understand the information in the consent form

### II. Introduction:

Before we start asking questions, I would like our group members present to introduce themselves, explain their role, and some future implementations. We would also like to show you a quick demonstration of the current state of the game.

### III. Warming up exercise:

In a couple of words, how avid of a video game player are you? What type of video game genre do you mostly play?

### IV. Questions:

- a. What is the most crucial aspect you look for in a game?
- b. Overall, how fun does the application look?
- c. What is your impression of the application?
- d. Did any features of the application impress you? If so, which ones?
- e. Did any features of the application disappoint you? If so, which ones?
- f. On a scale of 1-5, how likely are you to purchase this application?
- g. Would you recommend this application to friends and family?
- h. Did you find any aspects of the application that were unappealing or frustrating?
- i. Do you regularly play video games that are similar to this application?
- j. Do you have any comments or suggestions on how we could improve the application to make it more appealing?

### V. Closing:

I want to thank you on behalf of the group for taking the time out of your day to participate. Your feedback will assist us in the future developments of our video game application. All questions, comments, suggestions, or concerns will be compiled into a report, as stated in the consent form, and will be labeled anonymous. One again, thank you all for your feedback and time.

### Results:

#### 1) What is the most crucial aspect you look for in a game?

- a) Most participants responded with how the game plays and having engaging objectives to complete. One participant mentioned they prefer a game that has a captivating storyline, much like a “good book.” One participant mentioned they prefer a game that has a captivating storyline, much like a “good book”. Similarly, another participant said they wanted the game to “hold my attention”
- b) The overall viewpoint seems to be a focus on gameplay over any other aspect of a video game application. The group should focus on these attributes in the next couple of sprints.

#### 2) Overall, how fun does the application look to play?

- a) All the participants liked playing the game but did wish we had more levels available. They also enjoyed our different level design concepts we plan to add in the future.
- b) Overall the participants enjoyed our application but were disappointed that we did not have more content for them to try.

#### 3) What was your impression of the application?

- a) Participants mentioned the food theme seemed fun and exciting. Most participants laughed at the eccentric art style our application is using. Two participants did say that the theme seemed limited regarding enemies and objects to shoot. One of these two participants suggested adding more types of food instead of just burgers, fries, and hotdogs. One participant compared the game to other games like Mario or Sonic, so in the next sprints we should brainstorm ideas on how to make the gameplay more unique.
- b) The overall viewpoint seemed to like the look of the application and found the theme fun and different than what is available on the market.

#### 4) Did any features of the application impress you? If so, which ones?

- a) Once again, the participants were impressed with the overall theme. Three of the participants did mention they did like having more control over the character while jumping.
- b) The consensus seemed like we did not have many features that make our application stand out when compared to similar apps.

#### 5) Did any features of the application disappoint you? If so, which ones?

- a) Most participants were not impressed with our lack of enemies and levels. All participants wanted more than just one level and one enemy. However, they all did mention that our future implementations would make it a better application. One participant also mentioned that they would like it better on the phone which as a development team we might consider in future sprints.



- b) The overall viewpoint seemed to be that our current implementation is lacking in development. This indicates the group needs to focus on getting more levels and enemies for users to interact with.

**6) On a scale of 1-5, how likely are you to purchase this application?**

- a) At the current implementation of the application, all the participants gave it a 1. All participants wanted more content to be able to interact with. One participant did mention they wouldn't offer it to their friend and family as is. Two participants also said even with future implementations, the group plans on achieving, they would not pay for our video game application because "it doesn't fit my genre style."
- b) The overall viewpoint was that the application is lacking in its current state if we were to charge money.

**7) Did you find any aspects of the application that were unappealing or frustrating?**

- a) Many participants mentioned that the art style, while fun, looked like a video game from "the 1980's" and wasn't very appealing. Another participant said the environment needed a lot of work. Furthermore, the enemy we have needs more to it besides just moving back and forth.
- b) The overall viewpoint of our game concept is fun, but in its current state is not very appealing to the participants. The group should look into another way to implement features at a faster rate.

**8) Do you have any comments or suggestions on how we could improve the application to make it more appealing?**

- a) All participants mentioned that we should focus on more gameplay features than anything else. Most seemed to agree that there needs to be more levels and enemies.
- b) One participant suggested a level where the player makes their way through a walk-in cooler as a tutorial level where they can practice hitting meats and jumping across shelves.
- c) Another participant mentioned a double jump feature. They suggested an item that would upgrade your jump to be able to do a double jump so that the user can reach usually unobtainable places that hold unique currency.