

The design of the following version 1 questionnaire is based upon the following overview of the game taken from the MultiTurn – Multiturn API document and adapted specifically for **Sherlock Squad and the Haunted Castle**:

MultiTurn is a platform of local game + web-based controllers. It allows creating grid-based and turn-based games wherein characters perform batches of actions synchronously.

- Grid-based: The game models a 2D grid world that objects exist within and move about on.
- Turn-based: Players enter batches of actions for characters to perform. The characters perform these actions synchronously.
- Synchronous play: All characters perform their 1'st action, then all characters perform their 2'nd move etc.

The intended style of game for the platform involves multiple players collaborating to coordinate their characters' actions to fulfil a level's goal. E.g. Alice, Bob and Charlie discuss how to collect all the evidence necessary to free the ghost into the afterlife by coordinating picking up the magnifying glasses needed to search for the evidence that needs to be collected placed on the evidence table until enough evidence is collected to complete the level.

### **MultiTurn Game Testing Questionnaire Version 1.**

Thank you for participating in testing MultiTurn! Your feedback will be anonymous and is invaluable in helping us improve the game experience. You are not asked to provide any personal details and are free to withdraw at any time. Once the questionnaires have been completed by all participants the answers will be collated into a single document and these individual questionnaires will be erased. Please take a few moments to answer the following questions honestly and thoroughly.

#### **1. Overall Experience**

- How would you rate your overall experience with MultiTurn?

- ☐ Excellent

- ☐ Good

- ☐ Fair

- ☐ Poor

## **2. Game Mechanics**

- Did you find the grid-based movement intuitive?

- ☐ Yes

- ☐ No

- Were you able to easily understand and execute actions for characters?

- ☐ Yes

- ☐ No

- Did the synchronous play enhance or hinder your gameplay experience?

- ☐ Enhanced

- ☐ Hindered

## **3. Collaborative Gameplay**

- Did you feel engaged while collaborating with other players to achieve the level's goal?

- ☐ Yes

- ☐ No

- How would you rate the level of coordination required among players?

- ☐ Low

- ☐ Moderate

- ☐ High

#### **4. Level Design**

- Were the objectives clear and achievable within the level?
  - ☐ Yes
  - ☐ No
- Did you encounter any bugs or glitches in the level design?
  - ☐ Yes
  - ☐ No

#### **5. User Interface**

- Did you find the web-based controllers user-friendly?
  - ☐ Yes
  - ☐ No
- Were there any difficulties in navigating the interface during gameplay?
  - ☐ Yes
  - ☐ No

#### **6. Suggestions for Improvement**

- Do you have any suggestions for improving the game mechanics or overall gameplay experience?

## **7. Additional Comments**

- Is there anything else you would like to share about your experience with MultiTurn?

Thank you for taking the time to complete this questionnaire. Your feedback is greatly appreciated and will help us enhance MultiTurn for future players.