

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 diagram 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

- Were the objectives clear and achievable within the level?

- ☐ Yes

- ☐ No

If no, please tell us why.

2. Collaborative Gameplay

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

- ☐ Yes

- ☐ No

If no, please tell us why.

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

- ☐ Low

- ☐ Moderate

- ☐ High

3. Level Design

- Did you find the layout of the level played added to your experience of the game in a good way?

- ☐ Yes

- ☐ No

If no, please tell us why.

- Did you like the look of the ghost characters in the game?

- ☐ Yes

- ☐ No

If no, please tell us why.

- Do you feel that the game level simulated the look of a haunted house well?

- ☐ Yes

- ☐ No

If no, please tell us why.

- Did you find the lighting within the game level appropriate?

- ☐ Yes

- ☐ No

If no, please tell us why.

4. Animations: (question related to animation)

Ex: do you like the animation for the ghost floating when standing in a floor **(no suggestion)**

- ☐ Yes

- ☐ No

If no, please tell us why.

Did you like how ghosts move?

- ☐ Yes

- ☐ No

If no, please tell us why.

How do you think the appearance of ghosts can be improved?

5.Function **(no suggestion)**

Did you like the fake evidence?

- ☐ Yes

- ☐ No

Did the fake evidence improve the game experience?

Did you like ghosts moving around?

- ☐ Yes

- ☐ No

If no, what did you not like?

How can this be improved?

Did the narrative help you to understand what to do?

- ☐ Yes

- ☐ No

If no, how do you think this aspect can be improved?

6. Sound

Did you like the background sound in the level you played?

- ☐ Yes

- ☐ No

If no, what kind of music do think would be better?

7. Suggestions for Improvement

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

8. 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.