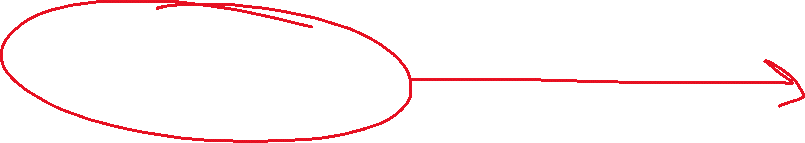
Survey Planning & Design

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Find literature to help with UX.  
  
5 points, not 6.

# General Notes

* Throughout the data analysis stages of this dissertation, a survey was opted as my method of choice.
* Throughout this survey, it was decided to use a scale as to give the users a degree of self-expression – while keeping the user experience feedback relevant.
* Through this, a scaling system was decided upon. Specifically, a scaling between values of 1 to 6. This scaling will work in the following manner:

1. Strongly Disagree
2. Disagree
3. Somewhat Disagree



1. Somewhat Agree
2. Agree



1. Strongly Agree

* Phase one of the survey aims to analyse the user’s experience and will be the main source of information and results for/from the project.
* Phase two of testing will aim to analyse the project itself: bugs, improvements, what the project did well.
* This system was chosen as to give the user a flexible yet relevant opinion as to how the felt their experience was. This will allow for more diverse results, thus, a wider and more valid table of results.

# Testing Phase One

1. I play video games ofter.
   1. Scale 1-6
2. I consider myself to be a gaming hobbist
   1. Yes or No
3. I have much experience playing first person games with movement based mechanics.
   1. Scale 1-6
4. I had a good experience with the static (human-made) environment.
   1. Scale1-6
5. I had a good experience with the procedurally generated environment.
   1. Scale 1-6
6. Overall, I feel that the procedurally generated environment was just as fun and playable as the static environment.
   1. Scale 1-6
7. Overall, I feel that the procedurally generated environment was better than the static environment.
   1. Scale 1-6
8. How many levels that were generated did you complete?
   1. Levels generated:
   2. Levels complete:
9. I would like to see more level generation used by companies in the games industry going forward.
   1. Scale 1-6

# Testing Phase Two

1. My experience was contained bugs that ruined the environment’s flow.
   1. Scale 1-6
2. Were any levels generated that you were unable to complete?
   1. Yes/No
   2. If yes, expand.
3. I felt that the general performance was stable and noticed no considerable bugs.
   1. Scale 1-6
4. Character movement and mechanics were responsive and useable.
   1. Scale 1-6
5. Were there any out-of-place objects (floating, clipping…).
   1. Scale 1-6
6. What general improvements would you implement?
   1. Expand.