

Concept	Dimension	Indicators	Items (questions)	Type	Explanation
Does our game provide an enjoyable experience?	Usability	Clarity	Is the function of various buttons clear?	Likert Scale	The instructions for what does what may be insufficient.
			It is obvious what the indicators mean	Likert Scale	Our graphics may be a bit bloated and confusing, so we test if we should design new ones.
			It was always clear what my next objective was	Agree/Disagree	The demo will only have 2 objectives, so we need to know if we've linked them properly.
			Is it clear what each ability does?	Image of each ability card with Yes/No next to it	Extremely important because we want as minimal of a tutorial as possible.
			What was extremely confusing to you?	Open	An open question to catch various minor annoyances.
		Intuitiveness	Did you instinctively know what the main objective of the game was?	Yes/No	The less tutorial we have, the better. So it's best that we adjust our game to instinctively tell the players what to do.
			How long did it take you to grasp the basic functions	Instantly, 1 minute, 2 minutes, more	Can someone just sit down and play, or do they need an adjustment period.
			Did you instantly recognize a power-up as such?	Yes/No	We want players actively seeking power-ups and not avoiding them due to confusion.
			Did you grasp the mechanical difference between the enemies?	Yes/No	Why have different enemies if the players can't distinguish between them?
			How many times did you need to ask us for explanations?	Input number	We can get a nice average and work to reduce the need for players to get outside help.
		Control scheme	Did you play with controller or keyboard	Controller/Keyboard	This would adjust some subsequent questions and let us know what information we're getting.
			Transitioning from moving to selecting abilities was not problematic	Likert Scale	We have an odd jump between moving and selecting abilities. It is important to know if it needs adjustments.
			Which function was in a weird position	List of all keyboard functions + none.	We get very specific information about what players found uncomfortable to use. We can pair it with face to face discussion because of our format.
			It was easy to remember what button does what	Unbalanced Scale	Middle grounds do not help us here.
			Do you think the control layout is relevant to the action. Why?	Agree/Disagree → Open	Is shooting with the keyboard appropriate, should we do it with a keyboard? Is setting movement like in an RTS more appropriate than direct commands?
		Clutter	Did any extending menu obstruct an important view? Which one?	Yes/No → Open	Menus shift around and if someone noticed an unpleasant obstruction we ask them where it was.
			Does the UI display too much or too little info	Too much/Too little/Just right	A minimalistic UI is always better, so we need to strike the right balance.
			Do you find it confusing when there are a lot of enemies on the screen?	Yes/No	We don't want visual clutter within the gameplay itself.
			When activating multiple abilities at once do the animations obstruct anything?	Yes/No	The player or terrain shouldn't be obstructed by ability animations and effects.
			Do you find the level design cluttered?	Likert Scale	We may have too many terrain objects on the screen.
		Action chains	Does picking up power-ups require too much effort	Yes/No	Should they be automatically picked up or is pressing a button sufficient?
			How easy was starting a new game	Likert Scale	We need the smallest possible time from ending a game to starting a new one to keep the player in flow.
			Do you have to adjust too many settings to get the game to your liking?	Likert Scale	We like a detailed settings menu, but a couple of simple options might be enough.
			Do you have to do too many things to reach the objective?	Yes/No	It shouldn't take too many different things to complete the objective.
			Was the change difficulty option out of reach?	Yes/No	We have a change difficulty button. Does it take too much to change the difficulty in a hard sequence. We want the players adjusting that and not just dying and replaying the level.