1. What do you think about the overall game?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Very bad | Bad | Neutral | Good | Very good |
|  |  |  | x |  |

1. What do you think about the user interface of the game?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Very bad | Bad | Neutral | Good | Very good |
|  |  | x |  |  |

1. What do you think about the graphics effects of the game?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Very bad | Bad | Neutral | Good | Very good |
|  |  |  | x |  |

1. What do you think about the control of Pac-Man in this game?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Very bad | Bad | Neutral | Good | Very good |
|  | x |  |  |  |

1. What do you think about the mazes in the game?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Very bad | Bad | Neutral | Good | Very good |
|  |  |  | x |  |

1. What do you think about the design of items in the game?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Very bad | Bad | Neutral | Good | Very good |
|  |  |  |  | x |

1. What do you think about the design of ghosts in the game?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Very bad | Bad | Neutral | Good | Very good |
|  |  |  |  | x |

1. What do you think about the difficulty of the game?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Too easy | Easy | Normal | Difficult | Too difficult |
|  |  | x |  |  |

1. Do you have any suggestions to the user interface?

\_\_\_\_\_\_\_\_\_\_\_\_\_a little bit ka\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Do you have any suggestions to the control of Pac-Man?

\_\_\_\_\_\_\_\_\_\_\_\_hard to use one hand to control move and items\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Do you have any suggestions to the mazes?

\_\_\_\_\_\_\_\_\_\_\_\_\_a small map on right buttom\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Do you have any suggestions to the design of items?

\_\_\_\_\_\_\_\_\_\_\_\_good\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Do you have any suggestions to the design of ghosts?

\_\_\_\_\_\_\_\_\_\_\_\_good\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Do you have any suggestions to difficulty of the game?

\_\_\_\_\_\_\_\_\_\_\_\_good\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Which aspect of the game is your favourite and least favourite?

\_\_\_\_\_\_\_\_\_\_\_\_ghost is cute, music is good\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Do you have any extra comments and suggestions?

\_\_\_\_\_\_\_\_\_\_\_\_\_No\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_