1. What do you think about the overall game?

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

\_\_\_\_\_\_\_\_\_\_\_\_be more clear\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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

\_\_\_\_\_\_\_\_\_\_\_\_pac man should move slowly\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Do you have any suggestions to the mazes?

\_\_\_\_\_\_\_\_\_no\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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

\_\_\_\_\_\_\_\_\_\_\_no\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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

\_\_\_\_\_\_\_\_\_\_\_ no \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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

\_\_\_\_\_no\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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

\_\_\_\_\_\_\_\_\_\_\_the loading interface is impressive, no \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Do you have any extra comments and suggestions?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_no \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_