1. What do you think about the overall game?

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

At the end of each stage,

The notice board informs users to choose whether going to the next stage or returning back to the main menu.

However, the go-to-next-stage button should be placed at the left, which is more intuitive.

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

Use up/down/right/left to control the character, however, use q/w/e/a/s/d for activating items rather than number keys. They are too far to reach.

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1. Do you have any suggestions to the mazes?

Mazes have good structural design. I can feel good experience during chasing and escaping in the maze. Although the dead-end is a part of the playing of this game, there is not too many dead-ends, which is friendly to players.

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

Good, however, they should be more powerful (I suppose). For example, the drill should be able to be used more than once (it is broken instantly after hit the wall in this game).

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

The purple one moves too fast, which thrilled me.

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

Aforementioned, try to make everything a lower speed in order to leave more time for players to think carefully (which direction to escape, choose which item to attack back).

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

Most favourite: multiple choices of items.

Least: I don’t like the visual effect while using boost.

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1. Do you have any extra comments and suggestions?

One bug appears in this game:

Once the stage is cleared while the laser item is under using, the sound effect will leave behind (which should be turned off). Thus, it is justified to say one possible improvement could be strictly bounding the visual and sound effect for one item together.

What I expect that the grenade item should have an explosion effect after being used, however is not.

The problems listed above could be solved if the developer considers each block which constitutes the maze as an individual object. The statues of each block which includes visual and sound effect should be decided by internal attributes of the object.

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