Age Group

2 válasz

- 18-20
- 20-25
- 25-30

50%

50%

How often do you play video games, if at all?

2 válasz

- Daily
- Three to five days a week
- Less than five days a week
- Few times a month
- Less than once a month
- Never

100%
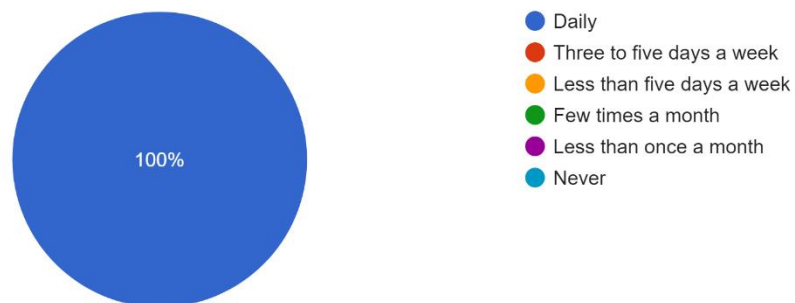
Which device or devices do you primarily use for gaming?

2 válasz

Device	Value
Desktop PC/Laptop	1 (50%)
Console (e.g PlayStation, Xbox)	1 (50%)
Tablet/IPad	0 (0%)
Mobile	0 (0%)
Other	0 (0%)
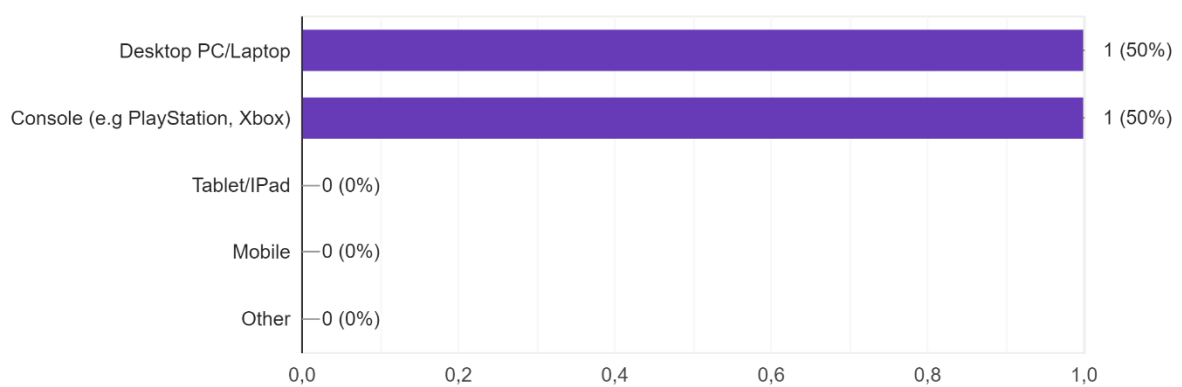
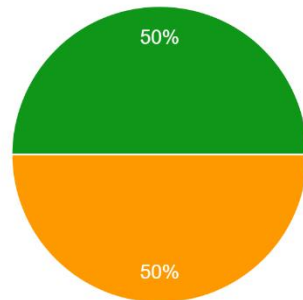## How often do you purchase gadgets and appliances?
2 válasz
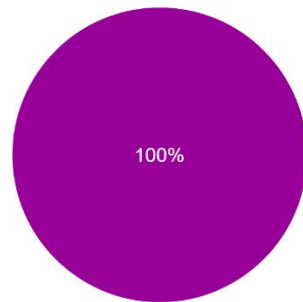
- Every week
- Every month
- Every six month
- Every year
- Less often

100%
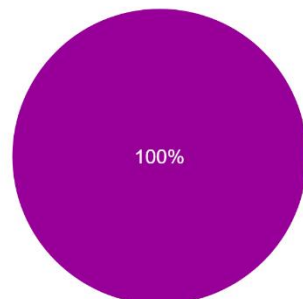
How often do you shop at a store?
2 válasz

- Every three to four days
- Every week
- Every month
- Less often

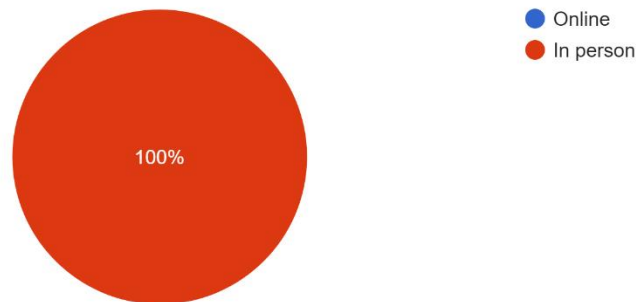50%

50%

How often do you shop online?
2 válasz

- Every week
- Every two weeks
- Every month
- Every three months
- Less often

100%

Do you prefer shopping online or at the store?

2 válasz

- ● Online
- ● In person

100%

Can you name any competitors of this product?

No

What is your first impression of Project Group 9?

Not bad but could use some improvements
the mouse is too sensitive

What did you like the most about the game?

I don't know
The phone. I think the idea is really great.

What did you like the least?

Mouse sensitivity, could not pick up object
Mouse sensitivity. No settings to adjust mouse sensitivity. Started the game before checking the controls, but when I went back to the menu and started the game again it froze, so I had to quit. I was struggling with clicking on objects that I was supposed to pick up. The items seem to be quite unprotected in the environment. The NPCs can steal them and jump off the balcony. The balcony is dangerous, I fell off.
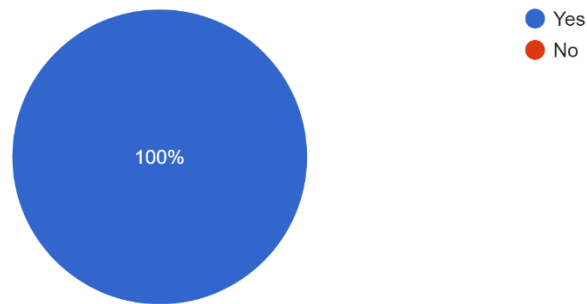
Were there any major bugs that made it difficult to play?

2 válasz

- ● Yes
- ● No

100%
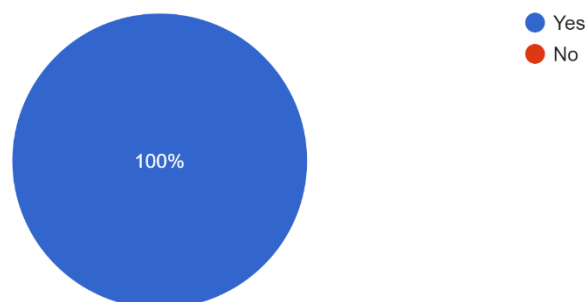
Were there any minor bugs that did not affect the gameplay but were unpleasant?
2 válasz

Yes
No

100%

## What do you think of the design?

Not bad considering that it was made in a short time by a small team
I like the logo

What do you think of the design and availability of the products?

They look nice but could have improved on the availability of different products
It's alright but there could be a larger selection of similar products, and there could be more products featured as well.
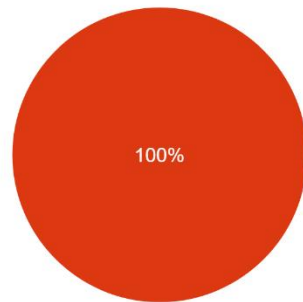
Were the instructions clear during gameplay?
2 válasz

Yes
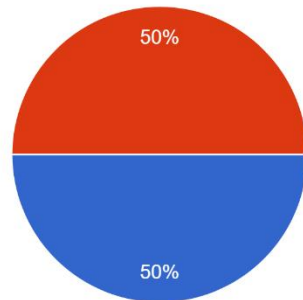No

100%
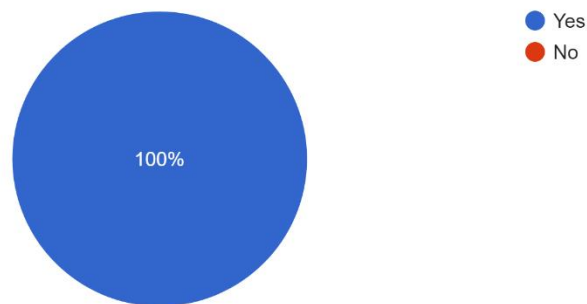
Was the game difficult to understand?

2 válasz

Yes ●
No ●

100%

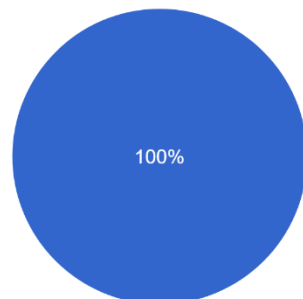## Was it challenging to manoeuvrer the levels?

2 válasz

Yes ●
No ●

50%

50%

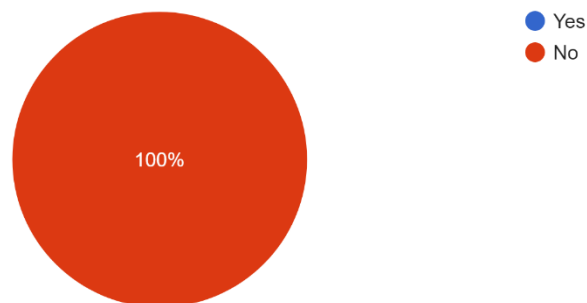## Did you find it difficult to control the main character?

2 válasz

Yes ●
No ●

100%

Were you able to complete the levels in time?

2 válasz

50%

50%

- ● Yes
- ● No
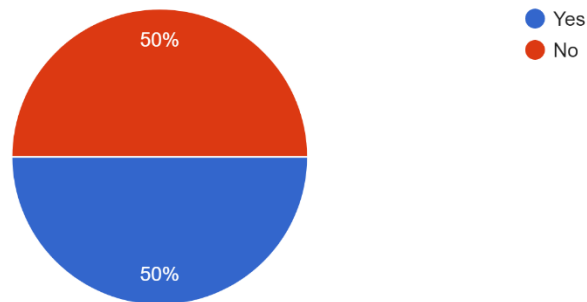
Was the design of the user interface distracting during gameplay?

2 válasz

100%

- ● Yes
- ● No

## What do you think of the user interface design?

It seemed like it was from a different game, but it was still nice. It didn't bother me.
I liked it, especially the fact that the main character was using the phone to check on the items. Just like people these days.

What is your overall impression of the game?

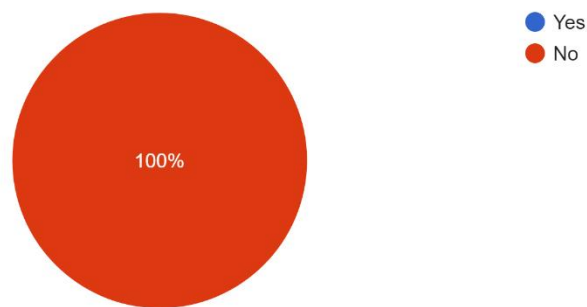Not bad. 8/10.
I guess it's an alright game

Are you more likely to shop in store after playing the game?

2 válasz
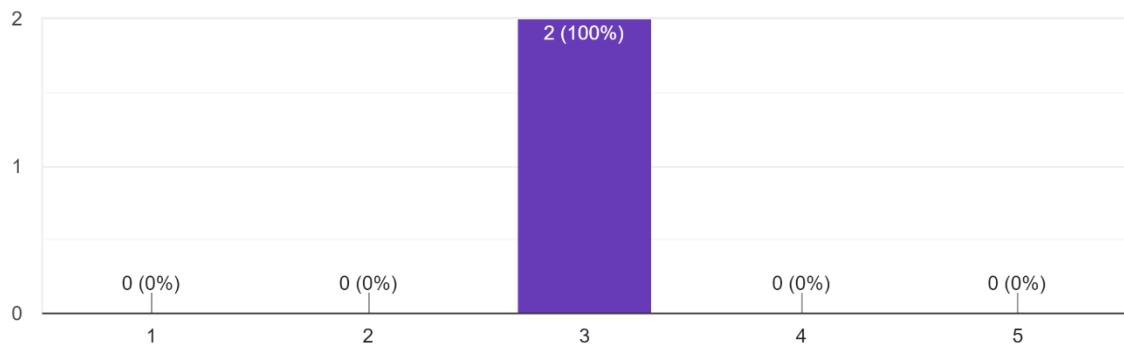
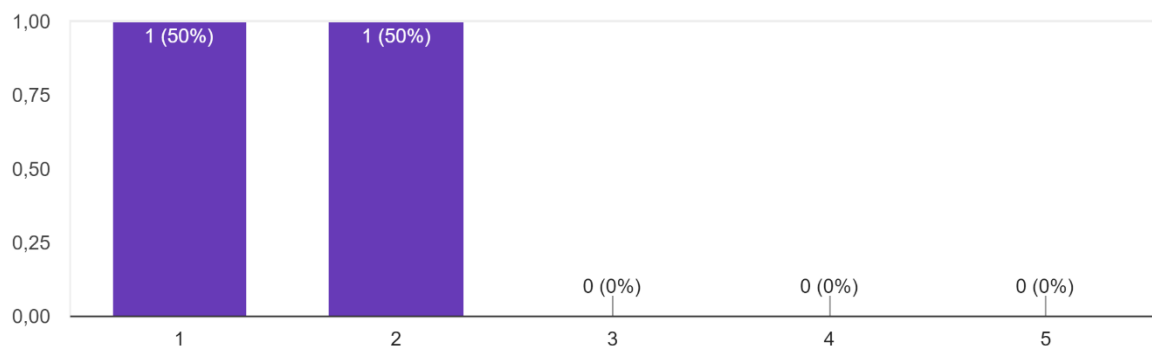## Did you recognise the brand?

2 válasz

Yes
No

100%

If you could change one thing in this game, what would it be and why?

I would adjust the mouse sensitivity because it's too sensitive
I would add a settings menu to be able to change mouse sensitivity, music and so on.

How likely are you to recommend the game?

2 válasz

What do you expect to see in our product in the future?

Multiplayer. Larger scale of products.
Settings menu.

How difficult were these test assignments?
2 válasz