

Questionnaire:

- 1) Is the colour scheme used in the app appealing?
- 2) Would you recommend any other styles for clearer recognition of UI elements?
- 3) Is the UI easy to understand transitioning from different pages?
- 4) What other elements of gameplay do you think could be included to make the game more engaging?
- 5) Is the game perhaps too difficult to achieve in a certain number of guess attempts?
- 6) For countries listed in the game, do you think the topics selected for guessing countries are intuitive?
- 7) Are images adequate for typical user guesses or is another medium of communication needed?
- 8) How often would you play this game during the week?
- 9) What are some aspects of this game which similar competitors lack?
- 10) Would competing against other game players be incentive to keep playing the game?
- 11) Is the size of the country associated images displayed large enough?