What did you like about our settlement?

Participant 1 - I liked the variations of the buildings and I felt a peaceful ambience while exploring the settlement. Buildings seemed to have a modern touch to them and overall seemed like you would be living in such a settlement. It felt like I was living in a painting.

Participant 2 - I liked the settlement because it reminded me of being in a city.

Participant 3 - I liked the settlement because of the vibrant buildings and that it was sectioned into districts.

Participant 4 - I liked the different types of structures as well as feeling like it is a modern city.

Participant 5 - I liked the different styles of the buildings and the fact that the settlement was clearly separated into districts.

Participant 6 - I like how the settlement is formed by having the larger buildings in the middle and smaller buildings on the outskirts. Pathways are functional and easy to navigate, allowing you to explore the entire settlement easily.

What did you dislike about our settlement?

Participant 1 - Buildings where empty and some buildings did not make sense from the inside. When opening doors inside sometimes it would lead to nothing

Participant 2 - Some buildings in the settlement were a bit too large

Participant 3 - Some roofs were more hallowed out and didn't have edges. Sometimes they generated to be inverted but would've been fine being the other way round. Sometimes when going inside of a building you enter a room leading to nothing rather than that room being connected to the remainder of the house. Sometimes stairs and ladders didn't make sense.

Participant 4 - Sometimes doors led to nowhere and rooms didn't make sense and some stairs were not accessible.

Participant 5 - Sometimes the buildings kept going up but the roof was built in the middle of them. Indoors, when opening a door sometimes you would find nothing but a wall. The ground inside is sometimes not complete. Sometimes stairs were leading to nowhere and floors were a bit mismatched.

Participant 6 - Lacks water, farms, and lighting and they are important aspects towards a settlement.

What do you think about the adaptability of our settlement?

Participant 1 - I do not understand how this settlement is adaptable since it is in a flat world.

Participant 2 - All paths were connected to each other and it seems that they are generated using some sort of algorithm such as the A*.

Participant 3 - I appreciate that all the buildings are connected via pathways.

Participant 4 - I think that the settlement is adaptable to what is currently being generated such as buildings not overlapping, being spaced well and all of the buildings were connected to the settlements with paths. Adaptability seems quite good because I cannot point out specific weak points in this criteria due to it being on flatlands. Districts were also very adaptable as there was not a mixture of building types across different districts

Participant 5 - Buildings were adequately spaced and all buildings were connected to each other.

Participant 6 - All of the provided area to create the settlement was utilised well. A settlement should choose building materials according to climate as certain materials are more suitable for certain areas such as mountainous areas and coastlines etc. Materials should be good against climate problems.

What do you think about the functionality of our settlement?

Participant 1 - The fact that there is 4 clear districts in the settlement, it allows you to have a choice of which area you would want to live in, and if you feel like changing vibes, you are able to change to a different district unlike the other settlements shown where it was only one consistent aesthetic. It also emulates the real modern life structures rather than just wooden houses as if living in a forest.

Participant 2 - I think it is very functional as it is emulating a real city, it was easy to manoeuvre around the settlement and notice where I was required to walk in a city consisting of 4 district, making it possible to live in such an environment.

Participant 4 - The size of the buildings made them very spacious to live in and there was also different styles as well as having larger buildings in the centre and smaller buildings on the outer parts.

Participant 6 - Roofs should be consistent such as all flat or all sloped, as it wouldn't make sense to have different types of roofs offering different functionalities for the same climates. A market would have been a good addition to the settlement.

What do you think about the visual aesthetics of our settlement?

Participant 1 - Personally I found it visually pleasing as it was quite peaceful walking around the settlement and having the buildings go from big to small made it more visually appealing and realistic.

Participant 2 - Aesthetics were very pleasing to the eye as buildings were very colourful and trees were also present next to the buildings and roads.

Participant 3 - I personally think that since all of the buildings divided into districts, the aesthetic of each district had its own strong points such as having different styles of buildings helped making the city beautiful.

Participant 4 - Structures had a unique look in each district so each part of the settlement was different to the other and enhancing the aesthetics while clearly indicating that a district is different from another district. I also enjoyed the placement of trees next to structures as it gave it more of a homey look.

Participant 5 - I really liked the aesthetics of the buildings as well as the paths leading to buildings making buildings more accessible.

Participant 6 - Buildings look beautiful, easily accessible, and modern. Also the greenery involved adds life and an overall good feeling towards the settlement and the exterior of the houses were visually appealing.

Do you think that the settlement is believable and evoking an interesting narrative?

Participant 1 - It is very believable as it is emulating real life structures and it also evokes an interesting narrative.

Participant 2 - I think that the settlement is believable as the division of social class is shown as buildings are made from different materials indicating the income of the individuals.

Participant 3 - I think that due to the city being split up into districts, the narrative is that different people of different tastes took their part to build in their part of the city with their building style that they liked. Parts of the city were made from wood and parts were made from bricks, which also indicates a believable settlement as people would also build differently according to their incomes.

Participant 4 - It has an interesting narrative as it can show older parts of the city as well as modern parts due to having different districts, and therefore we can see the history of the settlement.

Participant 5 - I think it is believable as it is similar to what a settlement would look like in real life.

Participant 6 - I think it does evoke a believable and evoking narrative as the districts welcome you accordingly such as the more modern district is more approachable than the clay district and also indicating that the wool (modern) district resides higher class individuals and the clay district would house lower class people.

Do you have any other comments you would like to share?

Participant 3 - A future improvement I would add would be for the older looking wood houses, since they seem to be more rustic houses, they would have their own pieces of land with back doors and gardens. Brick houses could also be built in a more orderly fashion for more space to be utilised to be able to place more houses and make it seem that the district would be busier and more populated.

Participant 6 - Despite pathways being very functional and seemingly intelligently placed, they can be planned a bit better to have more consistent path designs throughout the city for more visual aesthetics.