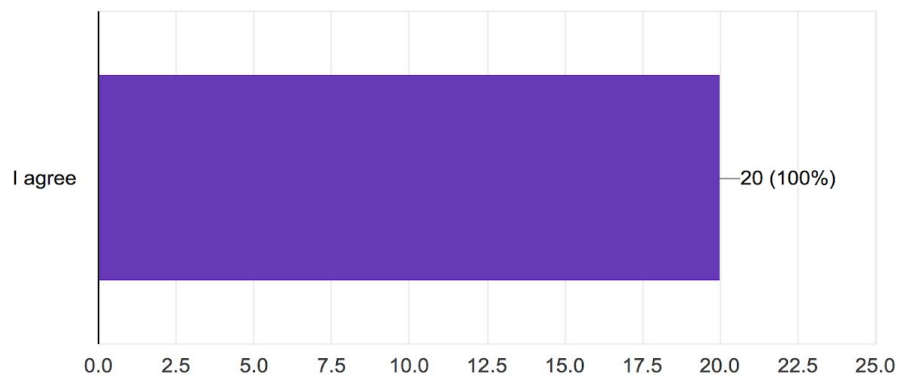


User Survey Results

Consent

Consent: participation in this questionnaire is voluntary and all gathered data will be used in a confidential manne...in this survey, select 'I agree' below.

20 responses

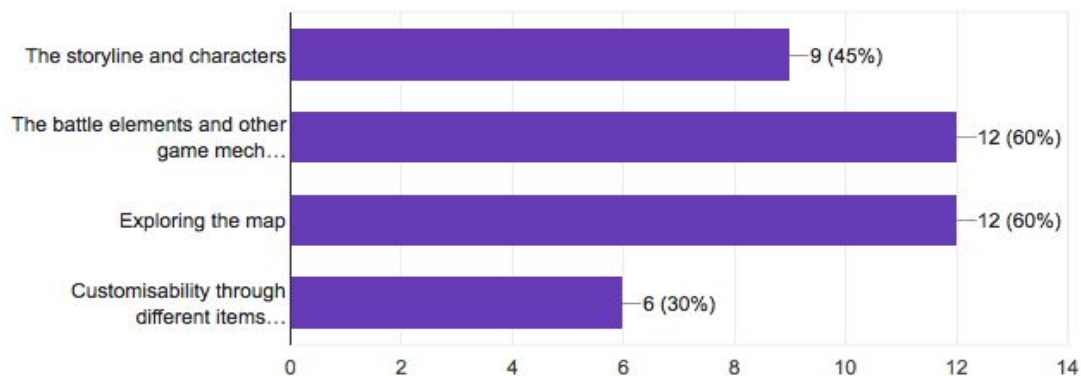


Question 1

Our user survey was passed around our cohort to gain a stronger idea of what is desired for our user requirements. The first question of "What factors most make this style of game (Real-time strategy) entertaining for you?" had the response seen below:

What factors most make this style of game (Real time strategy) entertaining for you?

20 responses



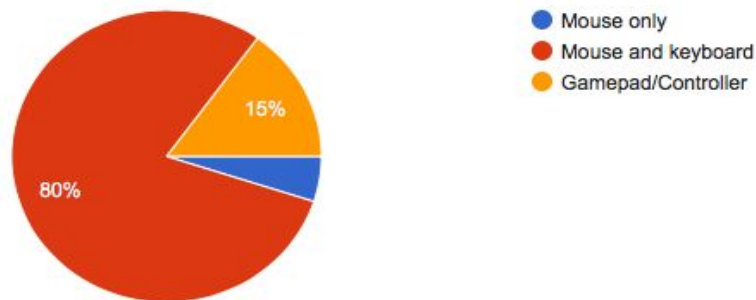
From the data, the battle elements and other in-game mechanics as well as exploring the map are the most important game elements to make the game entertaining. We should now show a higher priority in the development of these areas of the game but not ignore the other elements as to make the game feel complete.

Question 2

We then asked the cohort “What is your preferred type of input?”.

What is your preferred type of input?

20 responses



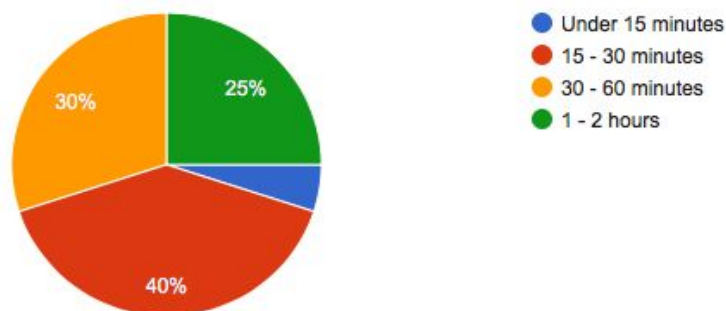
The cohort has shown an undoubted requirement for the use of mouse and keyboard for their input.

Question 3

The cohort gave an inconclusive answer for the preferred length of gameplay. The answers to the question are shown below:

What is your preferred length of gameplay?

20 responses



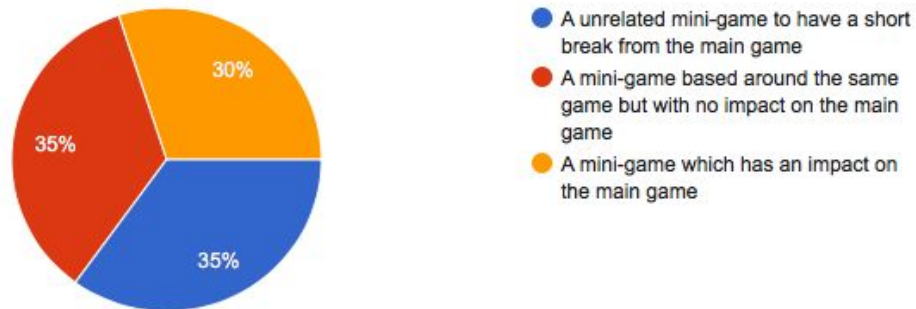
To come to a conclusive requirement, we have used the survey and combined the two options into one. This has led to our game being aimed at the time duration of 15 - 60 minutes.

Question 4

Again, the survey results were split and with no overall majority when asked about their preference on the implementation of the mini-game feature.

What is your preferred implementation of the mini-game feature?

20 responses



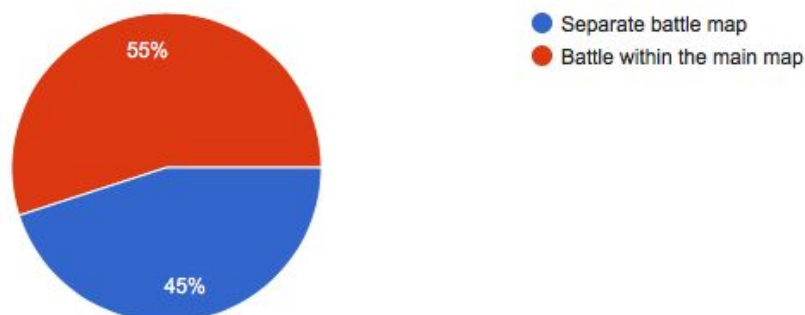
To arrive at a conclusive requirement, as a team we chose to implement a gambling game inside all departments that are allied. This creates a mini-game that has a small impact on the game as it can increase or decrease the amount of money that you have which can increase or decrease the speed at which you can acquire items.

Question 5

When asked about the location of the battles being in a separate battle map or within the same map, the cohort was again very split. This can be seen in the chart below:

Would you prefer a separate battle map or to have the battles within the main map?

20 responses



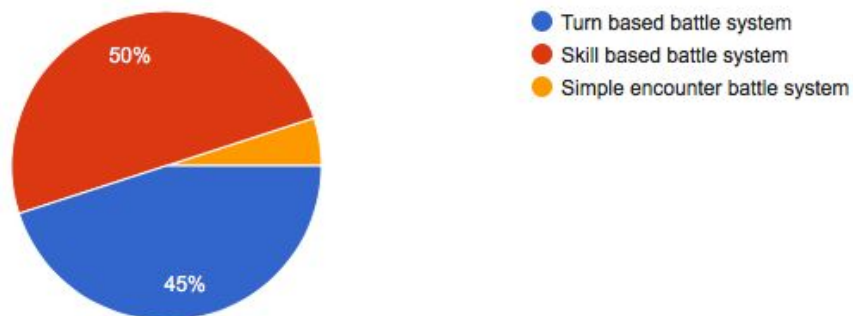
We decided to go with our idea of having the battles in the main map and have the camera zoom in to create the feel of battle mode as this agrees with slightly more of the users that answered the survey and we feel it will create the most natural transition between roaming the map and battling.

Question 6

When asked about how the user would like the battles to be implemented, the following results were gathered:

How would you like the battles to be implemented?

20 responses



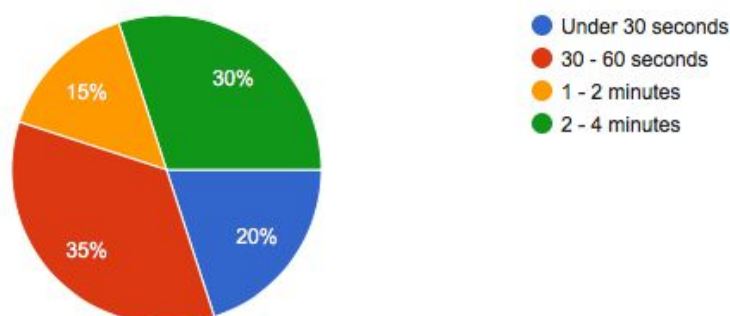
The cohort was relatively split but agreed with our client that their preferred battle style would be to have a skill based real-time system.

Question 7 and 8

Questions 7 and 8 are about the length of the battles and if the users would want a time limit on the battles.

What is the ideal length of the battles?

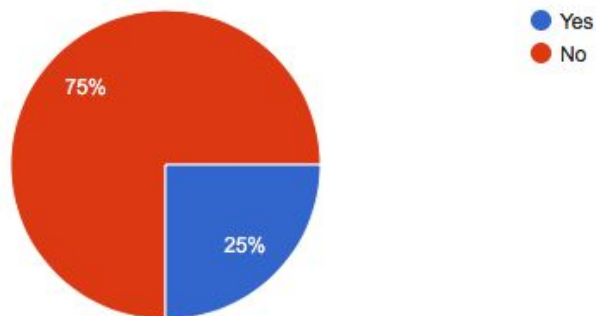
20 responses



The cohort was split on the length of battles with the two most popular answers being relatively different and with another choice between them. For this reason, we have now got the requirement of the early battles, against weaker enemies, being shorter (30 - 60 seconds) and the later game battles, against harder enemies, being longer (2 - 4 minutes).

Would you like a time limit on the battles?

20 responses



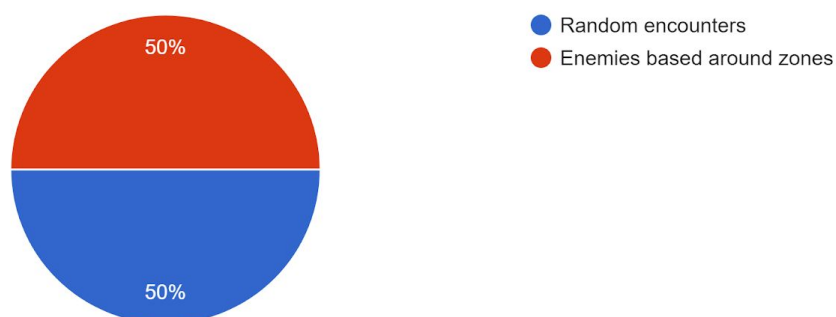
The cohort was very against the implementation of a battle system with a time limit, so it will be a requirement to not have a time limit implemented.

Question 9

The survey has again resulted in a split result when asked about their preference on enemy encounters. This can be seen in the chart below:

Would you like random encounters with enemies whilst roaming the map or have enemies based only around the college/department zones?

20 responses



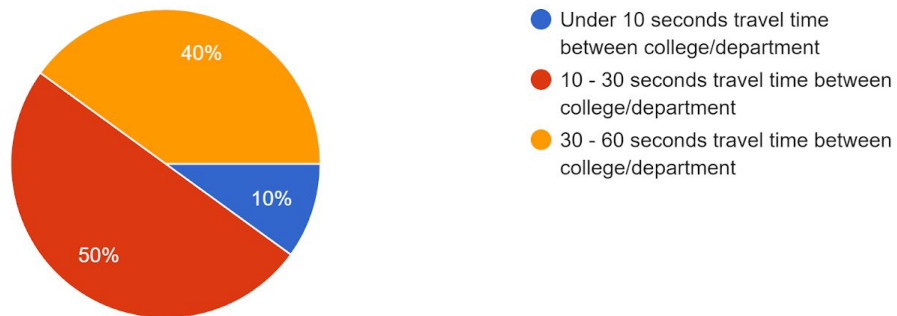
To create a requirement, we have decided to go with enemies to be based around the colleges and department buildings as this will lead to a game that has a clear progression and allow for the battle difficulty to increase with your development in the game.

Question 10

The cohort was again quite split on their ideal size of the map as seen in the chart below:

What is your ideal map size?

20 responses



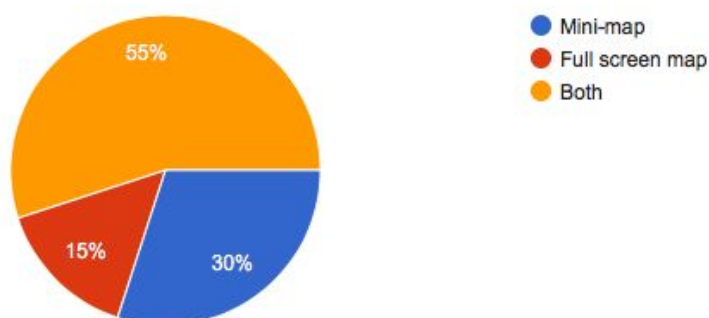
This data has led to the requirement of a map size with 10 - 30 seconds between most of the buildings alongside some less frequent longer travel times between buildings.

Question 11

The question "Would you prefer a mini-map whilst roaming the map or a full-screen map accessible through the pause menu?" provided a conclusive answer as seen below:

Would you prefer a mini-map whilst roaming the map or a full screen map accessible through the pause menu?

20 responses



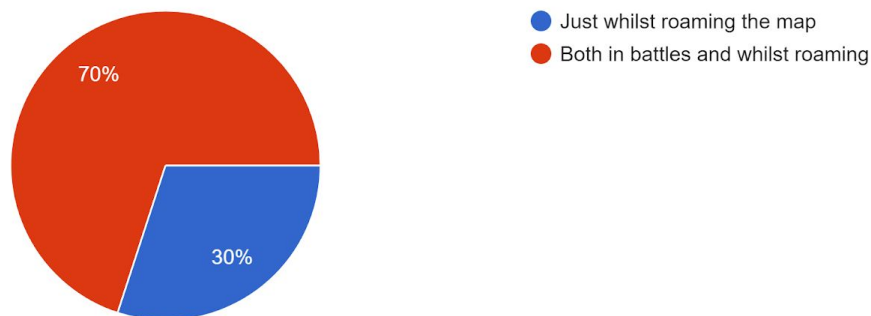
This answer has provided the requirement of a mini-map whilst roaming the map to show the immediate surroundings as well as a full-screen map to show the complete map which can be accessed through a press of a keyboard button.

Question 12

When asked about the weather elements, the users answered in favour of the elements having effect in both battles and in the map roaming, as seen below:

Would you like the weather elements to be implemented just whilst roaming the map or inside battles as well?

20 responses



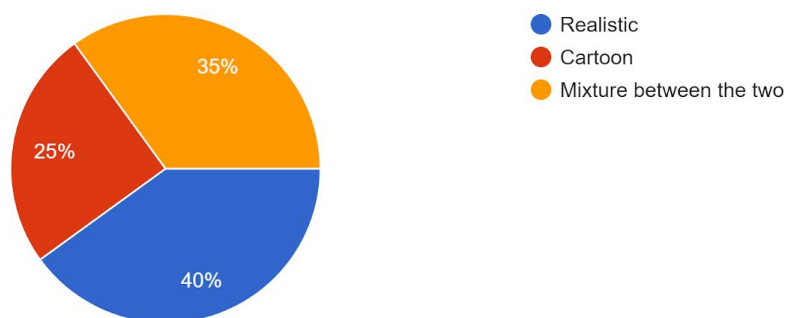
The users clearly require the weather elements to carry into the battle element of the game as well as in the free roam element.

Question 13

The below chart shows the answers when asked about their preference on the graphical style of the game:

What is your preference on the graphic style?

20 responses



With no majority in any category, we have decided to go with a mixture of realistic and cartoon graphics as our graphical requirement because it offers a middle ground for all users.

