**Go Nuts Usability Questionnaire**

**About You**

Age: 20

Sex: Female

Gaming experience:

|  |  |
| --- | --- |
| No experience |  |
| Have played a few games |  |
| I play when I get time |  |
| I make time for play |  |
| I’m hardcore | X |

**About Your Session**

How are you playing?

|  |  |
| --- | --- |
| Single Player |  |
| Multi Player | ***X*** |

How well could you navigate the main menu?

|  |  |
| --- | --- |
| I did not understand it |  |
| I got there eventually |  |
| I knew instantly what I was doing | X |

Comments

|  |
| --- |
| The Menu was clear! |

How well could you navigate the lobby?

|  |  |
| --- | --- |
| I did not understand it |  |
| I got there eventually |  |
| I knew instantly what I was doing | X |

Comments

|  |
| --- |
| Again, the lobby was clear and fast to understand. |

*(Multiplayer Only)* Did you understand how the lobby worked (tick all that apply)?

|  |  |
| --- | --- |
| Not at all |  |
| I worked out how to host a game |  |
| I worked out how to join a game | X |

Comments

|  |
| --- |
| I didn’t get a chance to host a game, but worked out how to join a game very quickly and everything was clearly laid out. |

Did you understand how to play the game (tick all that apply)?

|  |  |
| --- | --- |
| Not at all |  |
| I worked out the controls | X |
| I worked out the goal of the game | X |
| I managed to work out strategies and tactics for optimal play | X |
| I understood how the eagle worked | x |
| I understood how the grapple worked | X |

Comments

|  |
| --- |
|  |

Did you enjoy the aesthetic/look of the game?

|  |  |
| --- | --- |
| Not at all |  |
| I disliked a lot of things |  |
| I thought it was okay |  |
| I thought is was good overall |  |
| I loved it | X |

Comments

|  |
| --- |
| I really loved the lighting and the blocky look of the buildings and eagle. |

Did you think the game played well?

|  |  |
| --- | --- |
| Not at all |  |
| I disliked a lot of it |  |
| I thought it was okay |  |
| I liked a large portion of it | X |
| I loved it |  |

Comments

|  |
| --- |
| I liekd a lot of it. The thing I found mildly frustrating is that the player didn’t hop onto the top of the buildings after grappling. |

Any other observations/comments

|  |
| --- |
|  |