**Go Nuts Usability Questionnaire**

**About You**

Age: 22

Sex: Male

Gaming experience:

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

**About Your Session**

How are you playing?

|  |  |
| --- | --- |
| Single Player |  |
| Multi Player | **Yes** |

How well could you navigate the main menu?

|  |  |
| --- | --- |
| I did not understand it | N/A |
| I got there eventually |  |
| I knew instantly what I was doing |  |

Comments

|  |
| --- |
| The goal for some players was unclear and the grapple hook mechanic when my avatar was on the ground didnt work aswell as when it was on the roof.  The music was great and fitted the theme. |

How well could you navigate the lobby?

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

Comments

|  |
| --- |
|  |

*(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 | Yes |

Comments

|  |
| --- |
|  |

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

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

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 | Yes |
| I loved it |  |

Comments

|  |
| --- |
| Very good artwork shown, I am just a massive fan of block 3d art e.g minecraft |

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 | Yes |
| I loved it |  |

Comments

|  |
| --- |
| Loved how the avatar moved whist running and gliding |

Any other observations/comments

|  |
| --- |
| Somehow let the player know ehere the nuts are at all times rather than just a big beam of green light going upwards. Possibly some basic directions or an compass shown on the sreen to help direct the player in the correct direction. |