**Go Nuts Usability Questionnaire**

**About You**

Age: 20

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 |  |
| I got there eventually | Yes |
| I knew instantly what I was doing |  |

Comments

|  |
| --- |
| The menu was a little confusing at first but once you figured out where the buttons were located and saw the layout of the menu I was able to see that there was three distinct buttons. |

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

|  |
| --- |
| Joining another players game was a little confusing due to not knowing the IP but once I was aware of the IP the act of joining itself was simple and intitutive. |

*(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

|  |
| --- |
| I was able to join the game being hosted onc e they revealed to me the IP. Then I was able to join really easily. |

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 | Yes |
| I understood how the eagle worked |  |
| I understood how the grapple worked | Yes |

Comments

|  |
| --- |
| The first thing I worked out was the controls, then I was able to find out what I could grapple on but there was no way of knowing externally how you would see what is latchable and what is not. I got picked up by the Eagle and got stuck so apart from being an obstacle I wasn’t sure what purpose it served. |

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

|  |
| --- |
| I liked the look of the buildings as they were blocky and easy to navigate around. I think the character was cute and fun to play as. I also liked the way the obstacles looked and the distinct goals of the game. For example the gold/orange beam was the start and end, and the green beam was where the trees were and ultimately where the nuts were located. |

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

|  |
| --- |
| I like the way it played as I was able to freely move around without any restrictions. This allowed me to also experiment and let my curiosity in exploring the map reveal differeny objects around the map that I could hook on to. |

Any other observations/comments

|  |
| --- |
| I enjoyed the design of the UI elements in the game such as the acorn themed traffic light to start the game and the timeline along the right hand side to show who is where in the game overall. |

**Please List any bugs you have encountered in your session**

|  |
| --- |
| Getting picked up by the Eagle, makes it impossible to move on in the game. Sometimes the grappling of an object has you clip through buildings or send you in a different direction, this made it a little harder to use the grapple effectively. |