**Go Nuts Usability Questionnaire**

**About You**

Age: 53

Sex: Male

Gaming experience:

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

**About Your Session**

How are you playing?

|  |  |
| --- | --- |
| Single Player | Y |
| Multi Player |  |

How well could you navigate the main menu?

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

Comments

|  |
| --- |
| There appeared to be an issue when you wanted to exit - Exit should be 2 clicks maximum |

How well could you navigate the lobby?

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

Comments

|  |
| --- |
| I feel some in game instructions would be useful – a link in the lobby to them. I did not understand how to move |

*(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 |  |

Comments

|  |
| --- |
|  |

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

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

Comments

|  |
| --- |
| As mentioned above some in game instructions would be useful to resolve this issue - especially the direction keys description |

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 | Y |
| I loved it |  |

Comments

|  |
| --- |
| The graphics were colourful, detailed enough and moved smoothly. The menu layouts were fine. It looked professional |

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 | Y |
| I loved it |  |

Comments

|  |
| --- |
| There are some areas that could be investigated:  - Some issues with the walls occurs when grappling  - The eagle doesn't always drop people correctly  - More grapple points are needed on the far-right side of the map  - Can the movement control keys not be the arrow keys |

Any other observations/comments

|  |
| --- |
| A minor point is that the music whilst is a good track can become a little repetitive |