Questionaire on our floor plan

Name:-

Date:-

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| 1. Does the floorplan provide a creepy setting in terms of lighting? By this we mean can you see just far enough to anticipate what is next, causing speculation. If not what can we do to improve it? |
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| 1. Does the corridor width and length seem reasonable in terms of proportion? Normally horror games have tighter spaces as we are aware, but with are attracting mechanic we felt we needed more space. Please keep this in mind with feedback. |
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| 1. Would you like to see more decoration within the map in terms of assets? This could include picture frames, chairs, tables or maybe something new. Please list what you would wish to see that feels like it is missing in the diegesis. |
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| 1. Do the generally texture on the walls, flooring and ceiling; represent a horror set theme to you? We have based it off the design of P.T and their walls etc are bare. Would you change what we have done in anyway and if so how? |
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| 1. At the current moment Jill “the AI” is still under going speed changes and animation changes. At the moment though, what changes would you make to the AI to empower any sense of fear you could gain from her. |
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| 1. Where would you like to see traps placed to capture and kill Jill? Also, how would you like to control them? |
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| 1. What is your favourite part of the floorplan? By which we mean the most uncanny area. |
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| 1. What was your least favourite part of the floorplan? By this we mean the least uncanny that you generally felt safe in. How would you change this? |
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| 1. If you have any additional changes please state them below. |
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