

User Testing Questionnaire

COMP3180 – Virtual Reality and Advanced Game
Development

School of Computing, Science and Engineering, Macquarie
University

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Participant
Information and Consent Form

Environmental Destruction In Unreal Engine 5

You are invited to participate as a playtester for a project involving Environmental Destruction using UE5 chaos destruction. The purpose of this study is to investigate the quality of environmental destruction simulations in unreal engine 5.

This study is being conducted by Alex Milton an undergraduate student at Macquarie University currently completing a Bachelor of Games Design and Development. This study is being conducted as part of a requirement for the unit COMP3180 "Virtual Reality and Advanced Game Development".

If you decide to participate, you will be invited to complete a playthrough of the application after which you will be asked to complete a (15 min) demographic and player experience survey. The entire process is expected to take no longer than 30 minutes.

The information collected through surveys will be recorded via Google Forms. All data collected will be, only accessible by Alex Milton and the COMP3180 supervisors listed above. The data will only be used to evaluate the performance of the environmental destruction system. The data will be de-identified and will not record any sensitive information.

Participation in this study is entirely voluntary: you are not obliged to participate and if you do decide to participate, you are free to withdraw at any time without having to give a reason and without consequence. Should you have any concerns about the conduct of this study, you can contact the COMP3180 supervisors listed above.

* Indicates required question

1. By entering my Name below I confirm I have read (or, where appropriate, have had read to me) and understand the information above. Any questions I have asked have been answered to my satisfaction. I agree to participate in this research, knowing that I can withdraw from further participation in the research at any time without consequence. I confirm that I am over 18 years old. I have been given a copy of this form to keep. *

2. How frequently do you play first or third person games that include environment interaction of any kind? *

Mark only one oval.

- ☐ Never Played
- ☐ Play occasionaly
- ☐ Play Weekly
- ☐ Play Daily

3. Have you played many games with environmental destruction previously? If yes please list those you can remember

4. On a scale of 1-5 please rate the destruction simulation of the medium wooden wall when struck with projectile *
1

Mark only one oval.

	1	2	3	4	5	
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected

5. On a scale of 1-5 please rate the destruction simulation of the medium wooden wall when struck with projectile *
2

Mark only one oval.

	1	2	3	4	5	
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected

6. On a scale of 1-5 please rate the destruction simulation of the medium wooden wall when struck with projectile *
3

Mark only one oval.

	1	2	3	4	5	
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected

7. On a scale of 1-5 please rate the destruction simulation of the medium wooden wall when struck with projectile 4 *

Mark only one oval.

1	2	3	4	5		
<hr/>						
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected
<hr/>						

8. On a scale of 1-5 please rate the destruction simulation of the thick wooden wall when struck with projectile 1 *

Mark only one oval.

1	2	3	4	5		
<hr/>						
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected
<hr/>						

9. On a scale of 1-5 please rate the destruction simulation of the thick wooden wall when struck with projectile 2 *

Mark only one oval.

1	2	3	4	5		
<hr/>						
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected
<hr/>						

10. On a scale of 1-5 please rate the destruction simulation of the thick wooden wall when struck with projectile 3 *

Mark only one oval.

1	2	3	4	5		
<hr/>						
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected
<hr/>						

11. On a scale of 1-5 please rate the destruction simulation of the thick wooden wall when struck with projectile 4 *

Mark only one oval.

1	2	3	4	5		
<hr/>						
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected
<hr/>						

12. On a scale of 1-5 please rate the destruction simulation of the thin wooden wall when struck with the projectile 1. *

Mark only one oval.

1	2	3	4	5		
<hr/>						
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected
<hr/>						

13. On a scale of 1-5 please rate the destruction simulation of the thin wooden wall when struck with projectile 2 *

Mark only one oval.

	1	2	3	4	5	
	<hr/>					
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected
	<hr/>					

14. On a scale of 1-5 please rate the destruction simulation of the thin wooden wall when struck with projectile 3 *

Mark only one oval.

	1	2	3	4	5	
	<hr/>					
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected
	<hr/>					

15. On a scale of 1-5 please rate the destruction simulation of the thin wooden wall when struck with projectile 4 *

Mark only one oval.

	1	2	3	4	5	
	<hr/>					
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected
	<hr/>					

16. On a scale of 1-5 please rate the destruction simulation of the thin concrete wall when struck with projectile 1 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

17. On a scale of 1-5 please rate the destruction simulation of the thin concrete wall when struck with projectile 2 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

18. On a scale of 1-5 please rate the destruction simulation of the thin concrete wall when struck with projectile 3 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

19. On a scale of 1-5 please rate the destruction simulation of the thin concrete wall when struck with projectile 4 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

20. On a scale of 1-5 please rate the destruction simulation of the medium concrete wall when struck with projectile 1 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

21. On a scale of 1-5 please rate the destruction simulation of the medium concrete wall when struck with projectile 2 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

22. On a scale of 1-5 please rate the destruction simulation of the medium concrete wall when struck with projectile 3 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

23. On a scale of 1-5 please rate the destruction simulation of the medium concrete wall when struck with projectile 4 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

24. On a scale of 1-5 please rate the destruction simulation of the thick concrete wall when struck with projectile 1 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

25. On a scale of 1-5 please rate the destruction simulation of the thick concrete wall when struck with projectile 2 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

26. On a scale of 1-5 please rate the destruction simulation of the thick concrete wall when struck with projectile 3 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

27. On a scale of 1-5 please rate the destruction simulation of the thick concrete wall when struck with projectile 4 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

28. On a scale of 1-5 please rate the destruction simulation of the medium brick wall when struck with projectile 1 *

Mark only one oval.

	1	2	3	4	5	
	<hr/>					
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected
	<hr/>					

29. On a scale of 1-5 please rate the destruction simulation of the medium brick wall when struck with projectile 2 *

Mark only one oval.

	1	2	3	4	5	
	<hr/>					
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected
	<hr/>					

30. On a scale of 1-5 please rate the destruction simulation of the medium brick wall when struck with projectile 3 *

Mark only one oval.

	1	2	3	4	5	
	<hr/>					
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected
	<hr/>					

31. On a scale of 1-5 please rate the destruction simulation of the medium brick wall when struck with projectile 4 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

32. On a scale of 1-5 please rate the destruction simulation of the thick brick wall when struck with projectile 1 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

33. On a scale of 1-5 please rate the destruction simulation of the thick brick wall when struck with projectile 2 *

Mark only one oval.

1 2 3 4 5

Cart ☐ ☐ ☐ ☐ ☐ Behaved as expected

34. On a scale of 1-5 please rate the destruction simulation of the thick brick wall when struck with projectile 3 *

Mark only one oval.

	1	2	3	4	5	
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected

35. On a scale of 1-5 please rate the destruction simulation of the thick brick wall when struck with projectile 4 *

Mark only one oval.

	1	2	3	4	5	
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected

36. On a scale of 1-5 please rate the destruction simulation of the thin brick wall when struck with projectile 1 *

Mark only one oval.

	1	2	3	4	5	
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected

37. On a scale of 1-5 please rate the destruction simulation of the thin brick wall when struck with projectile 2 *

Mark only one oval.

	1	2	3	4	5	
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected

38. On a scale of 1-5 please rate the destruction simulation of the thin brick wall when struck with projectile 3 *

Mark only one oval.

	1	2	3	4	5	
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected

39. On a scale of 1-5 please rate the destruction simulation of the thin brick wall when struck with projectile 4 *

Mark only one oval.

	1	2	3	4	5	
Cart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Behaved as expected

40. Please describe how you felt about the destruction of wooden (brown) surfaces overall. Did it feel realistic or strange? if so how? *

41. Please describe how you felt about the destruction of concrete (grey) surfaces overall. Did it feel realistic or strange? if so how? *

42. Please describe how you felt about the destruction of brick (orange) surfaces overall. Did it feel realistic or strange? if so how? *

43. Please describe how you felt about the impact and interactions of projectile 1 (Rock (blue)) *

44. Please describe how you felt about the impact and interactions of projectile 2 (Impact Bomb (orange)) *

45. Please describe how you felt about the impact and interactions of projectile 3 (Timed explosive (red)) *

46. Please describe how you felt about the impact and interactions of projectile 4 (Cannon Ball (yellow)) *

47. Please describe any instances where you encountered performance issues or bugs. *

48. Please provide any additional comments or feedback you have on this project. *

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