Interview Questions (Querying Technique)

Graphics

1. How comfortable were you with the lighting in the game? Could you see in-game objects reasonably clearly?
2. Is there anything you would change about the graphical style of the game?
3. Could you differentiate between the vampires, zombies and the villagers? How?

User Interface

4. How useful were the bars on the top and bottom of the screen? Did you understand what they meant?

Functionality

5. How difficult did you find it to learn and use the game's controls - i.e. looking around, moving, attacking?
6. How difficult was it for you to reach and/or hit a target?
7. Are you moving too fast or slow? Is the enemy moving too fast or slow?

Playability

8. What was the best part of the game?
9. What was the most frustrating part of the game?
10. Would you want to replay the game? Why or why not?