

Research methods questionnaire

*Obligatoriu

1. How familiar were you with release planning BEFORE playing the game? *

Marcați un singur oval.

	1	2	3	4	5	
not really	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	expert

2. How familiar are you with release planning AFTER playing the game? *

Marcați un singur oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

3. Did you find the game enjoyable? *

Marcați un singur oval.

	1	2	3	4	5	
not really	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	really enjoyable

4. How realistic did you find the game? *

Marcați un singur oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

5. How would you rate your overall game experience? *

Marcați un singur oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

6. What strategy did you use when deciding which features to implement? *

7. Do you have any suggestions for improving the game?

Un produs

