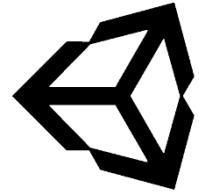


Level Design Survey



1. Would you agree that the environment was immersive?

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

2. What keywords would describe the three-part quest?

- ☐ Varied
- ☐ Exciting
- ☐ Story Driven
- ☐ Inconsistent
- ☐ Unfocused
- ☐ Boring
- ☐ High Quality
- ☐ Low Quality
- ☐ Engaging
- ☐ Dull
- ☐ Overbearing

3. How easy was it to complete the quest?

- ☐ Very Easy
- ☐ Easy
- ☐ Normal
- ☐ Hard
- ☐ Very Hard

4. Would a game full of small quests like this be fun in your opinion?

- ☐ Yes
- ☐ Maybe
- ☐ No

5. Do small dialogs meet your need in explaining the narrative of the quest?

- ☐ Yes
- ☐ No

6. Was the user interface intrusive?

- ☐ Yes
- ☐ No

7. Would you agree that the enemies were easy to defeat?

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

8. How easy was it to detect clues at the campsite?

- ☐ Very Easy
- ☐ Easy
- ☐ Normal
- ☐ Hard
- ☐ Impossible

9. Would you agree that the music was vital to the level?

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

10. Would you agree that lighting was vital to the level?

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

11. What do you think about the setting and environment?

12. Do you link the control system? Give your thoughts.

13. What is the biggest success of the level in your opinion?

14. What is the biggest issue of the level in your opinion?

15. Please write any additional opinions you have.