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# unity3d-atc.png (300×300)Level Design Survey?

Please take a few minutes to fill out this survey and check out the back of the survey to write down any opinions you have while playing.

## Level Aspects

### How immersive did you find the environment?

Very Immersive  Immersive  Not Immersive  Not at all Immersive

### What keywords/phrases would describe the three-part quest?

Varied  Exciting  Story driven

Inconsistent  Unfocused  Boring

### How easy was it to start and complete the quest?

Easy  Normal  Hard

## General Questions

### Would a game world full of smaller quests like this be fun?

Yes |  No

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

Yes |  No

### Was the user interface intrusive?

Yes |  No

### How easy was it to defeat the enemies in the final sequence?

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 - Easy |  |  |  |  |  | 5 - Difficult |

### How long did it take to find the clues?

0 to 1 minutes  1 to 2 minutes  3 to 5 minutes  Longer

### How helpful was the music in establishing the setting for the game?

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 – Useless |  |  |  |  |  | 5 – Essential |

### Do you like the control system, give your thoughts?

### What is the largest success of the level in your view?

### What is the biggest issue of the level in your view?

### Please write any additional opinions you have here.