4D Tetris - Voice of Customer Questionnaire

1. **Is the idea of a 4D Tetris game interesting?**
   - ❏ Very Interesting
   - ❏ Somewhat Interesting
   - ❏ Neutral
   - ❏ Not Very Interesting
   - ❏ Not at All Interesting

2. **Are the keybindings too complicated? (see back)**
   - ❏ Too Complicated
   - ❏ Slightly Complicated
   - ❏ Just Right
   - ❏ Too Simple

3. **Is the chosen graphical style appropriate?**
   - ❏ Yes
   - ❏ No, should be more colorful
   - ❏ No, should be more minimalistic
   - ❏ No, should be more complex

4. **Does the concept sound interesting?**
   - ❏ Very Exciting
   - ❏ Somewhat Exciting
   - ❏ Neutral
   - ❏ Not Exciting

5. **How would you like level progression to go?**
   - ❏ Faster Speed
   - ❏ More Complicated Pieces
   - ❏ Additional Mechanics
   - ❏ Other

6. **How much prior experience do you have with Tetris?**
   - ❏ None
   - ❏ Casual (Played occasionally)
   - ❏ Experienced (Plays often)
   - ❏ Expert (Plays competitively or deeply understands mechanics)

7. **Would you prefer a tutorial to understand 4D mechanics?**
   - ❏ Yes, a step-by-step tutorial
   - ❏ Yes, but a quick explanation is fine
   - ❏ No, I'd rather figure it out

8. **What kind of graphical style do you prefer?**
   - ❏ Classic retro (pixel-based, minimal shading)
   - ❏ Neon futuristic (glowing edges, cyberpunk aesthetic)
   - ❏ Abstract minimalism (clean lines, geometric shapes)
   - ❏ Other _____

Modifier	LEFT	UP	RIGHT	DOWN
	Move left	Move up	Move right	Move down
A	XY-	XZ+	XY+	XZ-
S	XW-	YZ+	XW+	YZ-
D	YW-	ZW+	YW+	ZW-

Table 1: Input Layout: The arrow keys are used to move the piece, the A, S, D keys are used to modify the plane of rotation.