

Interview Questions after gameplay:

- Player movement
 - a. Was the movement and controls comfortable?
- Tutorial and instructions
 - a. Was the objective of the game clearly expressed?
 - b. Was the objective of each area clearly expressed?
- UI and Environment
 - a. Was the UI easy to understand?
 - b. How did the UI contribute to your experience of the game?
 - c. Was the environment navigable?
 - d. How did the layout of the map contribute to your experience of the game?
- Each area (Village, Castle, Maze, Platforms):
 - Did you enjoy the [area]?
 - What were your favorite aspects of the [area]?
 - What difficulties, if any, did you have with the [area]?
- Boss fight:
 - Was the boss fight difficult?
 - Was the boss fight fair?
 - Was the boss fight enjoyable?
- General / more subjective
 - How did you feel about the artistic style of the game?
 - Were the sounds/audio/music helpful and/or enjoyable?
 - What other comments or feedback do you have that we have not already discussed?
 - What previous experience with games do you have?

Online survey questions:

On a scale of 1 to 7, please rate:

- | | |
|--|--------------------------------|
| - Ease of controlling player movement | (1=easy, 7=hard) |
| - Satisfaction of controlling the player | (1=satisfying, 7=unsatisfying) |
| - Ease of understanding instructions and goals | (1=easy, 7=hard) |
| - Ease of understanding the UI/HUD | (1=easy, 7=hard) |
| - Difficulty of combat | (1=easy, 7=hard) |
| - Enjoyment of combat | (1=unenjoyable, 7=enjoyable) |
| - Enjoyment of map layout | (1=unenjoyable, 7=enjoyable) |
| - Difficulty of the Village area | (1=easy, 7=difficult) |
| - Enjoyment of the Village area | (1=unenjoyable, 7=enjoyable) |
| - Difficulty of the Castle area | (1=easy, 7=difficult) |
| - Enjoyment of the Castle area | (1=unenjoyable, 7=enjoyable) |
| - Difficulty of the Maze area | (1=easy, 7=difficult) |
| - Enjoyment of the Maze area | (1=enjoyable, 7=unenjoyable) |
| - Difficulty of the Platforms area | (1=easy, 7=difficult) |
| - Enjoyment of the Platforms area | (1=unenjoyable, 7=enjoyable) |
| - Difficulty of the Boss Fight | (1=easy, 7=difficult) |

- Enjoyment of the Boss Fight (1=unenjoyable, 7=enjoyable)
- Satisfaction of completing the game (1=unsatisfying, 7=satisfying)