

Computer Science Project Questionnaire 2 (Detailed Specification)

* Required

1. Window size *

Mark only one oval.

- ☐ Full screen
- ☐ Mobile screen
- ☐ Windowed
- ☐ Other: _____

2. How large should a tile be? *

Mark only one oval.

- ☐ 20x20 pixel (about 5mm x 5mm)
- ☐ 30x30 pixel (about 8mm x 8mm)
- ☐ 40 x 40 pixel (about 11mm x 11mm)
- ☐ 50 x 50 pixel (about 13mm x 13mm)
- ☐ Other: _____

3. Size of the character *

Mark only one oval.

- ☐ Classic (1 x 2 tiles)
- ☐ 1 x 1 tiles
- ☐ Smaller than a tile

4. Should the game has more traps or more enemies? *

Mark only one oval.

- ☐ Traps
- ☐ Enemies

5. Do you want a boss fight? *

Mark only one oval.

- ☐ Yes
- ☐ No

6. Do you want any check point? *

Mark only one oval.

- ☐ Yes
- ☐ No

7. How many lives should the player have?

Mark only one oval.

- ☐ 1
- ☐ 2-3
- ☐ 4-5
- ☐ 6+
- ☐ Infinite

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