**Background (pre-test survey)**

1. **Choose 1 option below that fits you best.** 
   1. I have experience using an Oculus model VR device.
   2. I have used commodity VR devices other than Oculus (HTC Vive, Valve Index, PSVR, etc).
   3. I have experienced 3D vision products (e.g. 3D movies, mobile VR) but not using interactable VR techniques.
   4. I am not/hardly exposed to 3D vision techniques.
2. **Choose options below that applies to you. (multiple choice)**
   1. I have experienced more than 30 games in total.
   2. I have spent significant time (>200 hours) on a single game.
   3. I have / ever had (and have used) hardware/devices specifically for gaming (gaming GPU, gaming consoles, game controller, dance mat, etc.).
3. **Which of the following game genres/tags/elements have you ever experienced? (multiple choice)**
   1. Shooting
   2. First-person perspective (including VR)
   3. Puzzle
   4. Space
   5. Science fiction
   6. Flying / air combat
   7. Story-based
   8. Sandbox
4. **Choose 1 option below that fits you best.** 
   1. I have experience using real-life flight control sticks (for piloting real aircrafts / as gaming HOTAS device).
   2. I am familiar with mechanisms of flight control sticks.
   3. I am not/hardly familiar with flight control sticks.
5. **Choose options below that applies to you. (multiple choice)**
   1. I have basic knowledge of optics.
   2. I have been exposed to following real-life optical devices: red dot sights, holographic projectors, head-up displays.
   3. I have seen realistic HUDs in games and developed basic understanding of them.
6. **Choose options below that applies to you. (multiple choice)**
   1. I have basic knowledge of kinetics.
   2. I understand the difference between earth environment and space.
   3. I am interested in, or have been exposed to astronomy (e.g. visited relevant things in museums or amusement parks).
   4. Except for games, I have read or watched sci-fi art pieces (e.g. novels, documentaries, movies).

**User experience (post-test survey)**

1. **Rate from 1 to 5 for the extent to which you agree with following comments of the game in general. (1 for strongly disagree, 5 for completely agree)**
   1. I think that I would like to play this game frequently.
   2. I found the game unnecessarily complex.
   3. I thought the game was easy to play.
   4. I think that I would need the support of a technical person to be able to play this game.
   5. I found the various functions in this game were well integrated.
   6. I thought there was too much inconsistency in this game.
   7. I would imagine that most people would learn to play this game very quickly.
   8. I found the game very cumbersome to play.
   9. I felt very confident playing the game.
   10. I needed to learn a lot of things before I could get going with this game.
2. **Choose options below that applies to you. (multiple choice)**
   1. I understand what astronaut jetpack is, and how it works, in this game.
   2. By the end of playtesting, I felt I have good control over jetpack.
   3. I felt visually comfortable (i.e. not dizzy) while maneuvering using jetpack.
   4. I found jetpack a good restoration of real-life equivalent or fiction.
3. **Choose options below that applies to you. (multiple choice)**
   1. I understand what grappling hook refers to, and how it works, in this game.
   2. I found grappling hook helpful with maneuvering.
   3. I found grappling hook useful when trying to pick up items.
   4. I felt visually comfortable (i.e. not dizzy) while maneuvering using grappling hook.
   5. I found grappling hook a good restoration of real-life equivalent or fiction.
4. **Choose options below that applies to you. (multiple choice)**
   1. I understand what HUD refers to, and what it does, in this game.
   2. I found HUD comfortable to look at (e.g. not any prickly to eyes, not blocking normal vision, not adding to dizziness, not affecting eye focus).
   3. I found HUD contents easy to understand (i.e. they are self-explanatory).
   4. I found all information delivered by HUD important/useful.
   5. I am satisfied with all HUD elements properly stylized (e.g. Text font sizes are neither too large that blocks normal vision, nor too small to read.)
   6. I found HUD a good restoration of real-life equivalent or fiction.
5. **Choose options below that applies to you. (multiple choice)**
   1. I understand what wrist menu is, and what it does, in this game.
   2. I found wrist menu easy to operate.
   3. I received clear feedback interacting with wrist menu.
   4. I found all functionalities assembled in wrist menu necessary.
6. **Which approach would you prefer to use for moving yourself in this game, jetpack or grappling hook?**
7. **Rate from 1 to 10, how do you like interaction in this game in general?**
8. **If further updates are published, are you willing to continue experiencing the game?**
9. **Will you recommend the game to friends/acquaintances?**
10. **Are there any additional comments you would like to make? (open question)**