**Please answer the questions below before user test:**

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 interacive VR techniques.
   4. I had limited exposure to 3D vision techniques.
2. **Select all options below that applies to you.** 
   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? Select all that applies to you.** 
   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 devices (for piloting real aircrafts / as gaming HOTAS device).
   2. I know basic mechanisms of flight control, but haven’t interacted with real-life models.
   3. I have very limited knowledge on flight control.
5. **Select all options below that applies to you.** 
   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. **Select all options below that applies to you.** 
   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).

**Please answer the questions below after user test:**

1. **Rate from 1 to 5 for the extent to which you agree with following comments of the game in general.**

*5 - Strongly Agree*

*4 - Agree*

*3 - Neutral*

*2 - Disagree*

*1 - Strongly Disagree*

* 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.

1. **Select all options below that applies to you.** 
   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.
2. **Select all options below that applies to you.** 
   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.
3. **Select all options below that applies to you.** 
   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.
4. **Select all options below that applies to you.** 
   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.
5. **Which approach would you prefer to use for moving yourself in this game, jetpack or grappling hook? Choose 1 option below.** 
   1. Jetpack.
   2. Grappling hook.
   3. I like both equally.
6. **If further updates are published, are you willing to continue experiencing the game?**
7. **Will you recommend the game to friends/acquaintances?**
8. **Are there any additional comments you would like to make? (open question)**