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	Goal	Questions	Metrics
Playfulness	To characterize the participation in our videogame along the perspective of Playfulness .	Which Biomes are explored more thoroughly? How many Biomes are explored? How much time do players spend in Exploration activities? What resources are most gathered? Which items are more sought after?	How long do players spend in a biome; Total count of explored biomes; % of time spent in exploring vs other activities; Items a player has the most of; Items the player gives the most priority to acquire;
Challenge	To characterize the participation in our videogame along the perspective of Challenge .	How long is the duration of battles? What classes do players choose more often? What strategies are preferred? What is the win/loss ratio of battles? How long do quests take to complete?	Duration of battles; Ratio of classes in a party; Order and priority of actions within battle; Rate of won/lost battles; Duration of quests;

Answer to the following phrases

		Not at all	Partly	Very much
1. I understand the basic mechanics of the game				
2. I know what I have to do to start combat				
3. I know what to do once I start combat				
4. I know what I have to do to start a quest				
5. I have difficulty finishing a quest				
6. I have complete control of my character				
7. I know the decisions to make to progress				
8. I am absorbed into the game activities				
9. I do not notice time passing				
10. The games' over-all difficulty is appropriate				
11. I feel I must win the battles and finish the quests				
12. I feel I need to be prepared and avoid mistakes				
13. I worry about dying in combat and losing				

The Game Experience Questionnaire

First , we need to ask about some basic personal data to the tester to see is background and is characteristics (Introduction)

Gender:

Age:

Experience in Testing scenarios (1-5):

Experience in Technologies (1-5):

Experience in Games (1-5):

Please indicate how you felt while playing the game for each of the items, on the following scale (mark the option that most fits your feelings):

not at all slightly moderately fairly extremely
0 1 2 3 4

1. The core questionnaire

I was interested in the game's story:

I felt that I could explore things

I was fast at reaching the game's targets

I felt challenged

I lost track of time

2. The Social Presence Module

I empathized with the other(s) (NPCs)

My actions depended on the other(s) actions (NPCs)

3. The Post-game module

I felt satisfied

I felt challenged

I felt that I could have done more useful things

I found it a waste of time

I had a sense that I had returned from a journey

After the questionnaire is complete we need to see the guidelines presented in article "Game_Experience_Questionnaire_English", to see the score of our game to see what our game caused to the players, ex: Positive affect, Challenge,Tension, etc.