

Thank you very much for participating in our playtest. If a question arises during the experiment, the questioner will gladly answer it.

1. Demographic Questions

The questions in this and the next chapter must be answered before playing.

	< 15	15 – 20	21 – 25	26 – 30	> 30
Age:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	female	male
Sex:	<input type="checkbox"/>	<input type="checkbox"/>

How often do I play ...	daily	weekly	monthly	yearly	never
Video Games?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
With a Controller?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
First-Person-Shooter Games? (Counter Strike, Battlefield, Call of Duty)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Role-Play-Games? (Gothic, Skyrim)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Racing Games? (Need for Speed, Gran Turismo)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Simulation Games? (Sims, SimCity)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Action Games? (GTA, Watch Dogs)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adventure Games? (Tomb Raider, Fahrenheit)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Open World/Sandbox Games? (Minecraft)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Massive-Multiplayer-Online-Games? (World of Warcraft)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Real-Time-Strategy Games? (Anno 2070, Starcraft)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn-Based-Strategy Games? (Civilization V, Master of Magic)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Casual/Cellphone Games? (Angry Birds, Plants vs Zombies)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

2. Questions before Playing

Which button/joystick controls ...	Button
Look around	
Walk	
Shoot	
Create Wonder	
Cast Wonder	

3. Playing

The following questions are filled in by the questioner.

3.1 Single Player (3*5 minutes)

Game	Darwinist	Religion-ist	Win	Lose	Draw	Time	Rating (1-5)
10 players per team	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
20 players per team	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
5 players per team	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

3.2 Multi Player

Default:

- 20 Players per Team
- Equal team sizes
- Timelimit: 5 min
- All human player on one side
- Human players distributed

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6
# of Human Darw.						
# of Human Rel.						
# of NPC Darw.						
# of NPC Rel.						
Time						
Wonder Points						
Win, Lose, Draw						
Rating 1: Worst 5: Awesome						

4. Questions after Playing

Please fill in the remaining questions after playing.

	Yes	No	Comments
Should the wonder be immediately active?	<input type="checkbox"/>	<input type="checkbox"/>	
Did you notice that human players always get the wonder?	<input type="checkbox"/>	<input type="checkbox"/>	
Should the human players always get the wonder?	<input type="checkbox"/>	<input type="checkbox"/>	
Is everything important visible at any instant of time? (zoom out)	<input type="checkbox"/>	<input type="checkbox"/>	
Is my player always large enough? (zoom in)	<input type="checkbox"/>	<input type="checkbox"/>	
Is it clear to me which player is the one I can control?	<input type="checkbox"/>	<input type="checkbox"/>	
Is the camera movement and zoom understandable?	<input type="checkbox"/>	<input type="checkbox"/>	
Does the game discriminate Darwinists? If yes, how?	<input type="checkbox"/>	<input type="checkbox"/>	
Does the game discriminate Religionists? If yes, how?	<input type="checkbox"/>	<input type="checkbox"/>	
Is the cooldown after creating the wonder intuitive	<input type="checkbox"/>	<input type="checkbox"/>	
Is it clear when I am invincible?	<input type="checkbox"/>	<input type="checkbox"/>	

Statement	definitely	slightly	neutral	not that much	definitely not
Do you feel offended when playing this game?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The gaming success depends heavily on the skills of the player.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The gaming success depends heavily on luck.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Darwinists win more easily.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Religionists win more easily.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
It is fun to play the game in single player mode.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
It is fun to play the game in multi player mode.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The game is too hard.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The NPCs play too poorly.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I could anticipate the actions of the NPCs and use that to my advantage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

What would you improve concerning ...
Controls?
Graphics?
Interface?

How would you change the constants?	increase	slightly increase	leave	slightly decrease	decrease
Running speed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shoot distance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Running speed when casting a wonder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wonder duration	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Distance between allies to create wonder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Points needed to complete a wonder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Time limit for one game	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Map size	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cooldown duration after creating a wonder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

5. General Feedback

Feel free to write down any suggestions, opinions, and everything else that you could not express earlier.

Keyword	Feedback