AT02 Gamification

User Trials Feedback Form

Chris O’Brien

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Mary

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| QUESTIONS | ANSWERS |
| Did the music suit the environment | Yes, the music was calming and made the game feel luxurious. |
| Did the sprites suit the environment | Yes, the sprites stood out but fit in to the environment. |
| Did the movement feel smooth | Yes, the movement felt smooth and responsive. |
| How well did the game run | The game ran smoothly, no problems encountered. |
| Was the layout too complex | No, the layout of the house was simple to navigate through, |
| Were the fonts readable | Yes, I had no trouble reading the text. |
| Did the lighting suit the game | Yes, the lighting gave a relaxing and luxurious feel to the house. |

Lily

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| QUESTIONS | ANSWERS |
| Did the music suit the environment | Yes, nice and calming to match the decor |
| Did the sprites suit the environment | No, it stood out a bit too much. |
| Did the movement feel smooth | Yes, moving around the house was smooth. |
| How well did the game run | A little lag at times, but all else was good. |
| Was the layout too complex | No, it is easy to understand and easy to get around. |
| Were the fonts readable | Yes, fonts are easy to read. |
| Did the lighting suit the game | Yes, the lighting suits the theme and the house well. |

Joey

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| QUESTIONS | ANSWERS |
| Did the music suit the environment | Yes, the music enhanced the atmosphere perfectly. |
| Did the sprites suit the environment | Yes, the sprites fit into the environment. |
| Did the movement feel smooth | Yes, movement was a little rough, but it felt responsive |
| How well did the game run | The game ran with no problems encountered |
| Was the layout too complex | Intuitive and easy to navigate, striking a good balance. |
| Were the fonts readable | Yes, fonts were clear and easy to read. |
| Did the lighting suit the game | Yes, the lighting fit the environment perfectly. |