**Guilds of Triumph Play-Test Survey (RESULTS)**

This survey is to gather feedback from users of the single player mode of the card game Guilds of Triumph

**USER 1**

* What did you like about the game overall?

‘I really liked the concept of the game. I am a big fan of UNO so I am happy with anything that looks like it.’

* What did you think about the design of the game?

‘It was really colourful. I liked the design.’

* From 1-10 with 10 being very difficult, how easy was the game to play?

‘4’

* From 1-10 with 10 being most fun, how fun was the game to play?

‘5’

* What aspects of the game did you dislike?

‘I found the gameplay a bit boring’

* Do you have any suggestions on how the game could be improved?

‘I feel like there should be a better gameplay features which would keep me more interested’

* Would you play this game frequently? If no or yes, why?

‘I think once the gameplay is sorted, I would definitely play this frequently because I like the concept of the game’

* How many times did you play the game?

‘I played it about 5 times’

* From 1-10, with 10 meaning excellently, how clear were the explanations of the rules of the game?

‘7’

**USER 2**

* What did you like about the game overall?

‘I like how simple to understand it is. It’s not complicated at all. I like that.’

* What did you think about the design of the game?

‘The design was also quite straightforward and simple.’

* From 1-10 with 10 being very difficult, how easy was the game to play?

‘2’

* From 1-10 with 10 being most fun, how fun was the game to play?

‘4’

* What aspects of the game did you dislike?

‘I don’t really like the gameplay. I think maybe some extra features are needed to make it more interesting.’

* Do you have any suggestions on how the game could be improved?

‘If anything can be done to make it more eye-catching and interesting then I would suggest that.’

* Would you play this game frequently? If no or yes, why?

‘Not at the moment unfortunately; I just think it’s not interesting enough.’

* How many times did you play the game?

‘I played it 2 times’

* From 1-10, with 10 meaning excellently, how clear were the explanations of the rules of the game?

‘8’

**USER 3**

* What did you like about the game overall?

‘I think the thing I like best about this game is the design of the game. Compared to other less popular card games, this is well designed.’

* What did you think about the design of the game?

‘I quite like it actually; it definitely caught my eye.’

* From 1-10 with 10 being very difficult, how easy was the game to play?

‘4’

* From 1-10 with 10 being most fun, how fun was the game to play?

‘4’

* What aspects of the game did you dislike?

‘I don’t really like how easy the game is. I don’t feel engaged in the game’

* Do you have any suggestions on how the game could be improved?

‘I think maybe more things could be added to make it more user friendly and fun.’

* Would you play this game frequently? If no or yes, why?

‘I would definitely play this game frequently but I think there need to be updates’

* How many times did you play the game?

‘I played it 2 times’

* From 1-10, with 10 meaning excellently, how clear were the explanations of the rules of the game?

‘8’