**User Study Stuff**

**Situations:**

* Time trial
* Challenge
* Race
* MP Challenge

**Dependent Variables** (kinda just making stuff up for this…):

* Game Mode
* Maybe have an option to turn the bullets on and off?
* Different gravity levels

**Log:**

* Number of games?
* Deaths (is it possible to easily differentiate death by collision with a wall vs collision with a bullet thing?)
* Times/distances
* Game mode
* Some other stuff I haven’t thought of yet

**Questions to ask:**

* Age bracket (<19, 20-29, 30-39, etc.)
* Favorite part about the game
* Least favorite part about the game
* What you make this game better? What should be changed?
* Thoughts process throughout the game
* Thoughts on time trials (is five lives enough?)
* Thoughts on challenge mode, multiplayer modes
* Do you feel the game to fair?
* How do you feel about the game?
* On a scale of 1 to 10, how difficult was the game overall
* Was single player or multiplayer more difficult
* Were the instructions adequate and straightforward
* On a scale of 1 to 10, how fun was the game