

GO Commander - Feedback form

This is a survey for external testing of the game GO Commander. You will play the game and then answer the questions below. The goal is to give feedback to the developer group on different aspects. Fill in this on computer or print out and write for hand (and re-send to us).

The game: GO Commander is a location based Android application game. The main objective is to get as high a score as possible as a group. To get a score, treasures must be found and unlocked. Treasures are unlocked by completing minigames. Treasures are placed outside in the real world and is to be searched by players playing as treasure hunters. The treasure hunters take turns to play as the commander in order to guide each other. **You can also play the game alone.**

Order of play:

1. Login / Register with username & password
2. Create a new team or join a team from the list
3. Now you're in the lobby and need to wait for others to connect
4. The game starts and the map is shown. Now you have to walk around looking for treasures
5. Whenever a badge with a "C" pops up, you can click it to become the commander
6. In the commander role you can select any team member from a list and see their screen/view. The point of this is that you can click treasures outside that player's radius to make it visible for that player

Questions

1. How easy was it to understand the rules of the game and what to do?

It felt a bit unclear in the beginning. How to start, How to start finding stuff

2. How easy was it to understand menus and help screens?

Pretty straightforward. Although the "help" was a bit unclear

3. Was there something that didn't seem to work?

Pretty slow when waiting for "turns"

4. What was good/fun?

Some minigames

5. What needs improvement?

The instructions and a few bugs (also why does this doc have different fonts and size?)

6. Was it easy to understand the minigame and their rules?

Yes

7. Which minigame was most fun?

Pass

8. Which minigame was least fun?

Pass

9. Was the commander role good/fun (*if you played more than one person*)?

Didn't really get to test it

10. Name and age (*write age below of you're filling in this on computer*)

10-15

-20

-25

26-30

+

Play Matrix: Place the minigames where you think they fit:

	Skill	Chance
Mental Calculation	Only got one minigame	
Physical Dexterity		

Thank you so much for helping us test!

This project is made by: Robin Andblom, Carl Sjöberg, Jokim Levin Persson, Rasmus Hansson, Anton Arnoldsson och Milan Gajic.