# 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 froma 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?  
     
   Quite easy, but it would be preferred with a tutorial of some kind, but when you’ve been playing for a while, you got the idea
2. How easy was it to understand menus and help screens?

It was easy

1. Was there something that didn’t seem to work?  
     
   The team score, some minor bugs in the menus, the countdown of time seemed to freeze sometimes,
2. What was good/fun?  
     
   The concept of the game in general, the minigames was fun, but it would be nice with more variety
3. What needs improvement?

Bug/crash fixes, the font in the menus, it would be good to be able to read the rules of the minigames more than one time

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

Quite easy, but as said, it would be good if you could read the rules of the games more than one time.

1. Which minigame was most fun?

The quiz

1. Which minigame was least fun?

The one where you should pair the balls of different colours

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

Yes it was fun

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

23

10-15 16-20 21-25 26-30 30+

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

|  |  |  |
| --- | --- | --- |
|  | **Skill** | **Chance** |
| **Mental**  **Calculation** |  |  |
| **Physical**  **Dexterity** |  |  |

Thank you so much for helping us test!

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