# 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?

The rules of the game were simple to understand. The minigames were pretty straightforward when it comes to what needed to be done. The puzzle-minigame was the hardest of them, but with that exception the minigames weren’t particularly challenging.

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

The help screens contained to-the-point information, albeit a somewhat grammatically incorrect put information. Other than that they were not hard to understand.

1. Was there something that didn’t seem to work?

In the end this game was intended to be a team-game, but the lack of communicative choices leaves the players isolated; e.g. the directions, such as “Go North, South, West, East” would have been more helpful if the game contained a compass telling the player where North is. While playing as the commander did give you a slight advantage, that same advantage was not prominent or relevant enough to give weight to the commander role.

1. What was good/fun?

I enjoyed the Puzzles-minigames since that was most challenging.

1. What needs improvement?

The commander-role needs to be developed. Furthermore, the communicative alternatives need to be extended and designed to run more smoothly.

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

Yes.

1. Which minigame was most fun?

I enjoyed the Puzzles-minigames since that was most challenging

1. Which minigame was least fun?

The quiz-minigame, because the questions were not diverse enough.

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

The commander role could have been given more responsibility and/or choices to make it more exciting to be the commander, but in the current state I barely saw any point in being the commander.

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

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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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