

Post Game Questionnaire:

1. Was the movement intuitive?
2. How did you feel about the character customization aspect?
3. Was the dialogue system easy to use and intuitive?
4. For each minigame
 - a. Ball Puzzle
 - i. Was the objective clear?
 - ii. Were the controls conducive to this type of game?
 - iii. How much fun would you rate this minigame on a scale of 1-10?
 - b. Obstacle Course
 - i. Was the objective clear?
 - ii. Were the controls conducive to this type of game?
 - iii. How much fun would you rate this minigame on a scale of 1-10?
 - c. Tag
 - i. Was the objective clear?
 - ii. Were the controls conducive to this type of game?
 - iii. How much fun would you rate this minigame on a scale of 1-10?
 - d. Hide and Seek
 - i. Was the objective clear?
 - ii. Were the controls conducive to this type of game?
 - iii. How much fun would you rate this minigame on a scale of 1-10?
 - e. Item Collection
 - i. Was the objective clear?
 - ii. Were the controls conducive to this type of game?
 - iii. How much fun would you rate this minigame on a scale of 1-10?
5. What interface (UI) aspects would help make gameplay more clear?
6. Are there any general comments you have about the game?