User test Questionnaire for Taxi Trouble(Alpha Version)

About you	(d) Andrews
1. Your name:	(Jongene Lindenen)
2. How old are you? I am years old.	
3. Are you in a good mood right now?	absolutely not really because:
4. Do you like playing games on your mob	ile?
& Yes, I do. One does much	
□ No, I don't.	
About The Game	
5. Do you like the style of the game? Yes	s □ No
6. Does This Screen makes you want to pl	
20 P. 2 San States to All 2 San States and 12 P. 2	☐ Yes, but could be better
	□ Screen is Amazing.
7a. Please describe your first impression of the game. 1f it would be brought out definitely I would play?	
8. can you tell what each entity is/means	on the game screen?
but only Wes, it's clear	
/ Somewhat clear, I'd rather have better graphics on entity.	
$^{\prime}$ No, Because	
9. your experience of Driving the taxi	
☐ It took a while to get used to it	
☐ I could get along easy and navigate smoothly	
□ Couldn't drive easily, Because	
Please evaluate the following Components of controllers and map	
10a. Left/Right Steer horrible □—□—□—□	fantastic Ola and tools
10b. pedal gas horrible ————————————————————————————————————	fantastic 9 for controls
10c. Going Backward horrible □—□—□—□	fantastic Novigolon scheen 953
Please evaluate the overall game experience	
11a. SoundFx horrible \square — \square — \square	
11b. Graphics horrible $\square - \square - \square - \square - \square$	fantastic Very enthous/25thc
11c. Start Menu horrible	
11d. Degree of fun Uh, well, not bad □—□—□—□—□—□ really great stuff	
1 Remark ARE RESILY	instructing each other. derstand game - fun Communicating
12. Overall Feedback: Drived 5/0 m/y - PASY to understand game - fun communication	
The players could not find passengers slinectly it was not directly	
clear what /where passengers are (for the navigation)	
- Com a miles has some last one wandstore	