**Squires: Knights in the Making Survey**

**1 Strongly Disagree**

**2 Disagree**

**3 Undecided**

**4 Agree**

**5 Strongly Agree**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Question** | **1** | **2** | **3** | **4** | **5** |
| I felt like the controls were intuitive. |  |  |  |  |  |
| The AI was fun to play against. |  |  |  |  |  |
| The environmental hazards improved the gameplay experience. (ex. sun or bush) |  |  |  |  |  |
| The weapons were fun to use. |  |  |  |  |  |
| There was enough weapon variety. |  |  |  |  |  |
| The camera transitions were seamless. |  |  |  |  |  |
| I felt like I had enough time in my turn to make decisions. |  |  |  |  |  |
| The music and sound effects were appropriate for the style of the game. |  |  |  |  |  |
| The menu is easy to navigate. |  |  |  |  |  |

Which weapon was your favorite?

What is something that you would change about the game?

What features would make this game more enjoyable?

Other thoughts and comments?