**Squires: Knights in the Making Survey**

**1 Strongly Disagree**

**2 Disagree**

**3 Undecided**

**4 Agree**

**5 Strongly Agree**

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

1. Which weapon was your favorite?
2. What is something that you would change about the game?

1. What features would make this game more enjoyable?
2. Other thoughts and comments?