

SIGINT Feedback

Thank you for playing my game and taking the time to give feedback!

This feedback will be used for analysis in my thesis, and to improve the game itself.

*** Required**

1. How often do you play video games? *

Pick the one that best describes your habits.

Mark only one oval.

- ☐ Almost every day.
- ☐ Once or twice per week.
- ☐ I play a few times per month, but there might be weeks where I don't play anything.
- ☐ I rarely play games, maybe a few times per year.
- ☐ I don't play video games.
- ☐ Other: _____

If you play video games then please answer the following questions.

2. What genre of video games do you play?

Check all that apply.

- ☐ Action/Adventure
- ☐ Role-playing
- ☐ Strategy
- ☐ Shooters
- ☐ Simulation/Sandbox
- ☐ Multiplayer
- ☐ Sports
- ☐ Puzzle

3. How often do you play cooperation-based games?

4. How often do you play puzzle games?

Overall experience

5. How would you rate your enjoyment of the game overall? *

Mark only one oval.

	1	2	3	4	5	6	
I didn't enjoy the game at all.	☐	☐	☐	☐	☐	☐	I really enjoyed my time with the game.

6. Please rate how much you liked each level on a 0-5 scale. *

Scroll horizontally to see all options when on mobile.

Mark only one oval per row.

	0	1	2	3	4	5
Tutorial	☐	☐	☐	☐	☐	☐
Level 1 (Bridge puzzle)	☐	☐	☐	☐	☐	☐
Level 2 (Double doors puzzle)	☐	☐	☐	☐	☐	☐
Level 3 (Multiple terminals puzzle)	☐	☐	☐	☐	☐	☐
Level 4 (Crushers)	☐	☐	☐	☐	☐	☐

7. What did you not enjoy about your least favorite level?

8. What did you like about your favorite level?

9. Please rate the difficulty of the puzzles in general. *

Mark only one oval.

	1	2	3	4	5	6	
Very easy.	☐	☐	☐	☐	☐	☐	Very hard.

10. Anything other thoughts about the levels/puzzles?

11. How many people did you play together with? *

Including yourself

Mark only one oval.

☐ 2

☐ 3

☐ 4

12. Did you like the cooperation aspect of the game? *

Mark only one oval.

1

2

3

4

5

6

I wanted to play the game by myself.

☐☐☐☐☐☐

Playing with others was fun!

13. Any comments/suggestions about cooperation in the game?

Gameplay/aesthetics

14. How smooth was the gameplay experience? *

Mark only one oval.

1

2

3

4

5

6

The game was lagging/stuttering.

☐☐☐☐☐☐

No issues.

15. Were the controls responsive enough? *

Mark only one oval.

	1	2	3	4	5	6	
My character did not respond to my controller.	☐	☐	☐	☐	☐	☐	No issues.

16. Please rate the overall appearance of the game. *

Mark only one oval.

	1	2	3	4	5	6	
Ugly	☐	☐	☐	☐	☐	☐	Awesome

17. If you have any suggestions for improvements regarding the controls and/or visuals, please share them here.

Final thoughts

18. Please share any other thoughts you may have about the game or the project itself.

Google Forms