

Testing of Icarus

This form is for the testers of a game Icarus created for bachelor's thesis "Icarus - a Real-Time Strategy Game in Space".

Please answer the questions after playing the game. Your feedback is important. Thank you for your time!

***Required**

0. The Player

1. How often do you play computer games?

Mark only one oval.

- ☐ At least once in a month
- ☐ At least once in a week
- ☐ At least once in a day
- ☐ Never
- ☐ Other: _____

If you don't play computer games then you can skip questions below.

2. What genres of computer games do you play?

Tick all that apply.

- ☐ Strategy
- ☐ Action/Adventure
- ☐ Role-playing
- ☐ Simulation
- ☐ Sports
- ☐ Casual
- ☐ Other: _____

3. How often do you play real-time strategy games?

Mark only one oval.

- ☐ At least once in a month
- ☐ At least once in a week
- ☐ At least once in a day
- ☐ Never
- ☐ Other: _____

4. If you play then what real-time strategy game(s) do you play?

1. Overall Experience

5. Rate the overall gameplay experience in terms of "fun": *

Mark only one oval.

	1	2	3	4	5	6	
Awful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Perfect

6. Please explain your rating.

7. Rate the difficulty of the gameplay: *

Mark only one oval.

	1	2	3	4	5	6	
Impossible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Easy

8. Please explain your rating.

9. What was your favorite moment during the gameplay? *

10. What was your least favorite moment during the gameplay? *

2. Game Mechanics

Rate the main gameplay mechanics. (How much did they benefit the gameplay?)

11. Moving units: *

Mark only one oval.

	1	2	3	4	5	6	
Awful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Perfect

12. Creating new units: *

Mark only one oval.

	1	2	3	4	5	6	
Awful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Perfect

13. Building on cityship: *

Mark only one oval.

	1	2	3	4	5	6	
Awful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Perfect

14. Gathering resources: *

Mark only one oval.

	1	2	3	4	5	6	
Awful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Perfect

15. Avoiding danger zones: *

Mark only one oval.

	1	2	3	4	5	6	
Awful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Perfect

16. Fighting with enemies: **Mark only one oval.*

	1	2	3	4	5	6	
Awful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Perfect

17. Map feature: **Mark only one oval.*

	1	2	3	4	5	6	
Awful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Perfect

18. Name your favorite gameplay mechanic. *

19. Name your least favorite gameplay mechanic. *

20. Is there anything that can be improved? How?

Level Design

21. Which level(s) did you enjoy playing the most? **Tick all that apply.*

- ☐ Level 1 - tutorial
- ☐ Level 2 - danger zones
- ☐ Level 3 - space pirates and danger zones

22. What did you like about this level/these levels?

23. Which level(s) did you not enjoy playing? **Tick all that apply.*

- ☐ Level 1 - tutorial
- ☐ Level 2 - danger zones
- ☐ Level 3 - space pirates and danger zones

24. What did you not like about this level/these levels?

25. Which level(s) was/were difficult for you? **Tick all that apply.*

- ☐ Level 1 - tutorial
- ☐ Level 2 - danger zones
- ☐ Level 3 - space pirates and danger zones

26. Is there anything that can be improved in terms of level design? How?

3. User Interface

Controls

27. Rate the controls in terms of comprehension: **Mark only one oval.*

	1	2	3	4	5	6	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very intuitive

28. What was good about the controls? *

29. Is there something that can be improved in terms of controls? How?

Graphical User Interface

30. Rate the graphical user interface in terms of usability: *

Mark only one oval.

	1	2	3	4	5	6	
Awful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Perfect

31. Rate the graphical user interface in terms of comprehension: *

Mark only one oval.

	1	2	3	4	5	6	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very intuitive

32. Was it easy to understand what command can be given to a unit? How did you understand it? *

33. Is there anything that can be improved in graphical user interface? How?

4. Aesthetics

34. Rate the appearance (was it suitable for a game?): *

Mark only one oval.

	1	2	3	4	5	6	
Awful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Perfect

35. Please explain your rating.

36. Rate how difficult was to make a difference between your units and the background: *

Mark only one oval.

	1	2	3	4	5	6	
Very hard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very easy

37. Is there anything that can be improved? How?

5. Conclusion

38. **How likely would you be to recommend Icarus to your friend?**

Mark only one oval.

	1	2	3	4	5	6	
Very unlikely	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very likely

39. **Is there anything you wish to add?**

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