

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!

0. The Player

How often do you play computer games?

☐ 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.



What genres of computer games do you play?

☒ Strategy

☒ Action/Adventure

☐ Role-playing

☐ Simulation

☐ Sports

☐ Casual

☐ Other:

How often do you play real-time strategy games?

☒ At least once in a month

☐ At least once in a week

☐ At least once in a day

☐ Never

☐ Other:

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

AOM, Trash
.....

1. Overall Experience

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

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

Please explain your rating.

Game was fun, since players task was to collect materials from the planets, before the red area got them. Game got boring at the point, where all planets, that got eaten by red areas and only task remaining is to move cityship to end.

Rate the difficulty of the gameplay: *

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

Please explain your rating.

At current level the game was quite simple, since i noticed that enemies driven into red area. Hard part was to collect resources, before the red area took them.

What was your favorite moment during the gameplay? *

Collecting resources and keeping eye on economy

What was your least favorite moment during the gameplay? *

Worst part was at the second chapter, where after running out of planets, only thing was to make sure that city got safely to end platform, without pumping into red areas.

2. Game Mechanics

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



Moving units: *

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

Creating new units: *

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

Building on cityship: *

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

Gathering resources: *

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

Avoiding danger zones: *

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

Fighting with enemies: *

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

Map feature: *

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

Name your favorite gameplay mechanic. *

Collecting resources while being eaten by red zones.

Name your least favorite gameplay mechanic. *

Currently fighting, since it was quite hard to hit enemies.

Is there anything that can be improved? How?

Fighting mechanics with enemies, since at one point ship was inside of the cityship, and i couldn't find the reason, why i can't build anything.

Level Design

Which level(s) did you enjoy playing the most? *

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

What did you like about this level/these levels?

Since i got to know most of the mechanics and i got the idea how to play it. Third level also had enemies and that made it more interesting.

Which level(s) did you not enjoy playing? *

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

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

The amount of time i had to wait until i got to finish

Which level(s) was\were difficult for you? *

☐ Level 1 - tutorial

☒ Level 2 - danger zones

☐ Level 3 - space pirates and danger zones

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

The red circles should have moved a bit more slowly and maybe add a bit more planets to levels.

3. User Interface

Controls



Rate the controls in terms of comprehension: *

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

What was good about the controls? *

Simple movement, attacking and resource gathering.

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

It wasn't intuitive, to build buildings on the cityship with right click.

Graphical User Interface



Rate the graphical user interface in terms of usability: *

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

Rate the graphical user interface in terms of comprehension: *

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

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

Most of the RTS games have same control mechanics, and that is why it was easy.

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

Maybe add a number of units that are selected.

4. Aesthetics

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

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

Please explain your rating.

Space type of game with ships and city having the material suitable for it.

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

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

Is there anything that can be improved? How?

Ships were quite small. I don't know what to suggest for it, but maybe if the camera is scrolled out to certain point, then there is a arrow or image about the certain unit.

5. Conclusion

How likely would you be to recommend Icarus to your friend?

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

Is there anything you wish to add?

Awesome game.

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Google Forms

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0. The Player

How often do you play computer games?

☐ 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. 

What genres of computer games do you play?

☐ Strategy

☒ Action/Adventure

☒ Role-playing

☒ Simulation

☐ Sports

☐ Casual

☐ Other: _____

How often do you play real-time strategy games?

☐ At least once in a month

☐ At least once in a week

☐ At least once in a day

☐ Never

☒ Other: kinda seldom, usually when a friend wants to coop play

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

Starcraft 2, Cossacks

1. Overall Experience

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

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

Please explain your rating.

The concept of expanding dangerous areas was fun

Rate the difficulty of the gameplay: *

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

Please explain your rating.

some aspects still require polishing, like resource gathering speed. Once I got used to everything, it was quite easy to do stuff.

What was your favorite moment during the gameplay? *

the final battle

What was your least favorite moment during the gameplay? *

Quite long waiting periods

2. Game Mechanics

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

Moving units: *

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

Creating new units: *

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

Building on cityship: *

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

Gathering resources: *

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

Avoiding danger zones: *

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

Fighting with enemies: *

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

Map feature: *

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

Name your favorite gameplay mechanic. *

Danger zones

Name your least favorite gameplay mechanic. *

Resource gathering was a bit confusing

Is there anything that can be improved? How?

Things that I rated 3 or less

Level Design

Which level(s) did you enjoy playing the most? *

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

What did you like about this level/these levels?

Which level(s) did you not enjoy playing? *

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

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

I ran out of metal

Which level(s) was\were difficult for you? *

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

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

Maybe somehow better show more that the red areas are dangerous in the tutorial. I did not know that until level 2

3. User Interface

Controls

Rate the controls in terms of comprehension: *

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

What was good about the controls? *

Icons were great

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

the bottom bar and structure/unit costs are too far apart

Graphical User Interface

Rate the graphical user interface in terms of usability: *

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

Rate the graphical user interface in terms of comprehension: *

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

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

yea, the cursor icon showed it well

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

4. Aesthetics

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

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

Please explain your rating.

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

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

Is there anything that can be improved? How?

Improve smaller units

5. Conclusion

How likely would you be to recommend Icarus to your friend?

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

Is there anything you wish to add?

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0. The Player

How often do you play computer games?

☐ 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. 

What genres of computer games do you play?

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

How often do you play real-time strategy games?

- ☐ At least once in a month
- ☐ At least once in a week
- ☐ At least once in a day
- ☐ Never
- ☒ Other: A couple of times a year

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

Age of Empires

1. Overall Experience

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

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

Please explain your rating.

Rate the difficulty of the gameplay: *

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

Please explain your rating.

Some annoyances with training units (no hotkeys, hard to select the home base)

What was your favorite moment during the gameplay? *

When I realised all the enemy units will suicide so I don't need to worry about them.

What was your least favorite moment during the gameplay? *

When I realised that my own units path through the danger zones like idiots.

2. Game Mechanics

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

Moving units: *

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

Creating new units: *

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

Building on cityship: *

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

Gathering resources: *

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

Avoiding danger zones: *

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

Fighting with enemies: *

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

Map feature: *

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

Name your favorite gameplay mechanic. *

Suiciding enemies

Name your least favorite gameplay mechanic. *

Building on the base was very clunky since it was hard to select the part you want.

Is there anything that can be improved? How?

Training units and building the base should be done using hotkeys. The mouse should also move the camera when it touches the edge of the screen.

Level Design

Which level(s) did you enjoy playing the most? *

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

What did you like about this level/these levels?

Which level(s) did you not enjoy playing? *

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

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

The fact that I realised too late that the mothership is very slow. Then again this isn't necessarily a bad thing. "Trial by fire" is a thing in game design, just try the first level of The Witcher 2.

Which level(s) was\were difficult for you? *

☐ Level 1 - tutorial

☒ Level 2 - danger zones

☐ Level 3 - space pirates and danger zones

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

3. User Interface

Controls 

Rate the controls in terms of comprehension: *

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

What was good about the controls? *

It was mostly understandable without me needing to think about it.

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

Graphical User Interface

Rate the graphical user interface in terms of usability: *

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

Rate the graphical user interface in terms of comprehension: *

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

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

It was self explanatory from the unit names.

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

The cost of units should be displayed somewhere closer to where you create them. It wasn't very obvious that they were on the top left.

4. Aesthetics

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

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

Please explain your rating.

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

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

Is there anything that can be improved? How?

Maybe the units should have some sort of aura or something, since it is very hard to see them from far away.

5. Conclusion

How likely would you be to recommend Icarus to your friend?

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

Is there anything you wish to add?

glhf

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How often do you play computer games?

☐ 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.



What genres of computer games do you play?

☒ Strategy

☒ Action/Adventure

☐ Role-playing

☐ Simulation

☐ Sports

☐ Casual

☐ Other:

How often do you play real-time strategy games?

☐ At least once in a month

☒ At least once in a week

☐ At least once in a day

☐ Never

☐ Other:

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

stronghold crusader, men of war 2

1. Overall Experience

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

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

Please explain your rating.

something was missing there and also I had hard time to find my ships

Rate the difficulty of the gameplay: *

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

Please explain your rating.

Rush B -> go to end

What was your favorite moment during the gameplay? *

when I noticed that engines can't move the ship without the tower

What was your least favorite moment during the gameplay? *

that enemy ships made suicide

2. Game Mechanics

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

Moving units: *

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

Creating new units: *

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

Building on cityship: *

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

Gathering resources: *

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

Avoiding danger zones: *

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

Fighting with enemies: *

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

Map feature: *

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

Name your favorite gameplay mechanic. *

avoiding the danger zones

Name your least favorite gameplay mechanic. *

Building on cityship

Is there anything that can be improved? How?

color your ships and fix cityship

Level Design

Which level(s) did you enjoy playing the most? *

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

What did you like about this level/these levels?

easy

Which level(s) did you not enjoy playing? *

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

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

i didnt realise that you need tower for moving cityship

Which level(s) was\were difficult for you? *

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

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

fix enemy ships

3. User Interface

Controls

Rate the controls in terms of comprehension: *

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

What was good about the controls? *

space

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

add find ships

Graphical User Interface

Rate the graphical user interface in terms of usability: *

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

Rate the graphical user interface in terms of comprehension: *

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

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

yea

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

other color

4. Aesthetics

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

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

Please explain your rating.

style and sound suits together

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

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

Is there anything that can be improved? How?

yea background

5. Conclusion

How likely would you be to recommend Icarus to your friend?

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

Is there anything you wish to add?

more levels

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Google Forms

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!

0. The Player

How often do you play computer games?

☐ 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. 

What genres of computer games do you play?

☒ Strategy

☒ Action/Adventure

☒ Role-playing

☐ Simulation

☐ Sports

☐ Casual

☐ Other: _____

How often do you play real-time strategy games?

☐ At least once in a month

☐ At least once in a week

☐ At least once in a day

☐ Never

☒ Other: Few times in a year _____

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

Age of mythology, Warcraft 3, Heroes 3 _____

1. Overall Experience

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

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

Please explain your rating.

I feel that the Danger zone was a nice touch, adds that feel of danger to the experience.

Rate the difficulty of the gameplay: *

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

Please explain your rating.

Once you get the hang of the controls of the game, it isnt that hard anymore

What was your favorite moment during the gameplay? *

Where I baited the enemy into Danger Zone

What was your least favorite moment during the gameplay? *

I couldn't figure out the unit training

2. Game Mechanics

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

Moving units: *

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

Creating new units: *

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

Building on cityship: *

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

Gathering resources: *

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

Avoiding danger zones: *

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

Fighting with enemies: *

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

Map feature: *

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

Name your favorite gameplay mechanic. *

I could give multiple commands

Name your least favorite gameplay mechanic. *

None, tho the pathfinding wasnt the greatest

Is there anything that can be improved? How?

Pathfinding and unit command execution in a sense that it would do it right away, not stopping on every given command

Level Design

Which level(s) did you enjoy playing the most? *

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

What did you like about this level/these levels?

They were challenging and gave a purpose

Which level(s) did you not enjoy playing? *

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

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

It didnt really have that much of gameplay

Which level(s) was\were difficult for you? *

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

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

3. User Interface

Controls

Rate the controls in terms of comprehension: *

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

What was good about the controls? *

They controlled as expected, no funny business

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

I was trying to move the camera by going to the edges of the screen, just a habit from other
rts's

Graphical User Interface

Rate the graphical user interface in terms of usability: *

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

Rate the graphical user interface in terms of comprehension: *

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

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

The icons changed according to the possible action, which was a nice touch, i think

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

4. Aesthetics

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

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

Please explain your rating.

It was quite cool, gave the game personality

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

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

Is there anything that can be improved? How?

Since i could zoom out very far, it was hard to see the small units. Tho minimap showed their location, it was still hard, since I didnt know where the camera was in relation to the world.

5. Conclusion

How likely would you be to recommend Icarus to your friend?

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

Is there anything you wish to add?

Will wait for updates and a game file :D

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