

# Blastronaut stream participation

Blastronaut is a game about mining and exploring in a procedurally generated world. What you are asked to test is a version of the game where the character is played through a twitch chat. Join the stream to begin! <https://www.twitch.tv/blackbyss>

Interacting with the game is done by typing commands into twitch chat. The commands can also be typed directly to the bot account in the stream as a whisper.

All of the actions in the game are done in timer intervals. After each timer interval, all of the commands typed during it will be pooled together and the most frequent command will be chosen as the final action.

The form will guide you through all of the major functions of the game and ask you feedback about them.

Detailed list of commands can be found here:

<https://drive.google.com/file/d/1zLKWUVki1VMX2sQkfDatosrj9D7-w1Eo/view?usp=sharing>

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**\*Required**

## Movement

To move the character, use the corresponding direction commands: !right, !left, !up !down

Length of the movement can be specified by adding a percentage between 0-100 to the command. Example: !right 50%

NB! If multiple people type the same movement command, the average distance of all the commands will be chosen.

Example: if user 1 types !right 100% and user 2 types !right 50%, the final action will be !right 75%

1. How easy was it to move where you wanted to? \*

*Mark only one oval.*

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

2. If you had any trouble with movement or have any other feedback, please describe them here.

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### Shooting

The weapon is used to break blocks in the game. To shoot the weapon, use the command !shoot. Shooting direction can be specified by adding an ordinal or cardinal direction after the command (N, W, E, S, NE, NW, SE, SW).  
Example: !shoot NE

3. How easy was it to break the blocks you wanted to break? \*

*Mark only one oval.*

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

4. Do you believe it's necessary to add more shooting directions somehow? \*

*Mark only one oval.*

☐ Yes

☐ No

5. Was the inability to specify the shooting duration an issue? \*

*Mark only one oval.*

☐ Yes

☐ No

6. If you had any trouble with shooting or have any other feedback, please describe them here.

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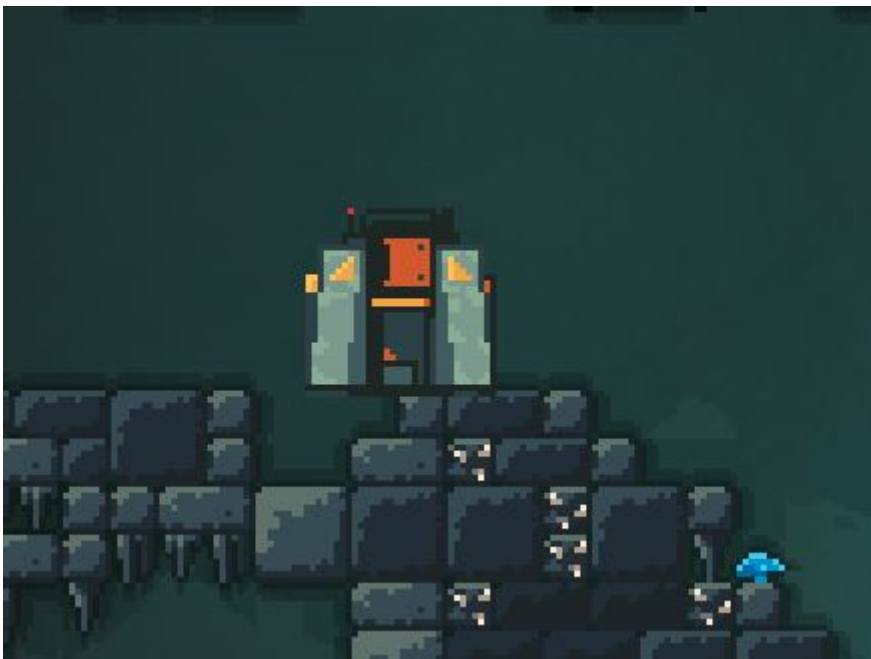
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### Station

Health and fuel can be refilled at stations. This is also the place to buy upgrades. Once you find a station, you can use the !dock command automatically move to it and the shop will open. To purchase something while the shop menu is open, use the !option command. The number of the item you wish to buy needs to be added after the command. Example: !option 2

Everything in the shop is bought using in-game money. Once you enter a station, all your ores get automatically converted into money.

### Station



7. Did interacting with the station and it's shop feel intuitive? \*

*Mark only one oval.*

☐ Yes

☐ No

8. If no, then please describe what you had issues with

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9. Do you feel that there could have been more options in the shop? \*

*Mark only one oval.*

☐ Yes

☐ No

10. If yes, then what should be added?

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11. What did you think about the prices in the shop? \*

*Mark only one oval.*

	1	2	3	4	5	
Cheap	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Expensive

### Chat interactivity

When you type valid commands in chat, you gain points. These can be seen using the !me command. The points are used for message broadcasting.

You can broadcast messages by using the !say command. After the initial command, add whatever message you wish and it will be shown inside the game if you have enough points. This command costs 10 points.

Example: !say message broadcast test

Message broadcasting example



12. Please write your thoughts about the message broadcasting feature.

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## Other

13. What did you think about the timer duration? \*

*Mark only one oval.*

	1	2	3	4	5	
Too fast	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Too slow

14. What did you think about the tasks? \*

*Tick all that apply.*

- ☐ They prompted me to explore more
- ☐ It felt good to complete them
- ☐ They were tedious
- ☐ Barely noticed them
- ☐ Other: \_\_\_\_\_

15. How fun was your overall experience? \*

*Mark only one oval.*

	1	2	3	4	
Very boring	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very fun

16. If there are any features you wish this version of the game had, then please describe them.

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17. After participating in the stream, how interested are you in the base game of Blastronaut? \*

*Mark only one oval.*

- ☐ Will go wishlist the game on Steam.
- ☐ Will go look at the Steam page.
- ☐ Might go visit the Steam page.
- ☐ Slightly interested
- ☐ Not interested at all

18. Thank you for participating. If you have any final thoughts about the stream then please write them here.

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**You can find the base game of Blastronaut on Steam!**

<https://store.steampowered.com/app/1392650/BLASTRONAUT/>

The base game has many more features compared to the stream version. Building is one of them for example.

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