

Usability Feedback: BoxConstructor Plugin Evaluation

Thank you for taking part in this usability test. We are gathering feedback on BoxConstructor, a tool for quick-level design in the Godot game engine, and comparing it to existing tools such as CubeGrid (Unreal Engine) and CyclopsLevelBuilder (Godot). Your feedback will help to refine its features and improve its usability.

To answer this form you will need the following:

Applications:

- **Unreal Engine 5:** <https://www.unrealengine.com/en-US/download>
- **Godot 4.4:** <https://godotengine.org/download/archive/4.4-stable/>

Plugins:

- **Cyclops Level Builder:** <https://github.com/blackears/cyclopsLevelBuilder>
- Video on how to get CyclopsLevelBuilder to work: https://drive.google.com/file/d/1QwTZ6EVj6iBli__ePqMyWlZXtiwppZb2/view?usp=sharing
- **BoxConstructor:** <https://github.com/Hannogert/BoxConstructor>
- Video on how to get BoxConstructor to work: https://drive.google.com/file/d/1JnvgWr_jEpNPMvZqp7GTTAOoT4V00IDB/view?usp=sharing

* Viitab kohustuslikule küsimusele

Background Questions

Tell us about your experience with game creation tools and plugins. Your feedback will help us understand the usability of BoxConstructor and its improvement areas.

1. **How much experience do you have with game engines? Pick a statement that best describes you.** *

Märkige ainult üks ovaal.

- ☐ 0 - 6 months
- ☐ 6 - 12 months
- ☐ 1 - 2 years
- ☐ 2+ years
- ☐ No experience

2. **How frequently do you use game engines? Pick a statement that best describes you.** *

Märkige ainult üks ovaal.

- ☐ Atleast once a day
- ☐ Atleast once a week
- ☐ Atleast once a month
- ☐ Atleast once a year
- ☐ Never

3. **Which of the following engines have you used before? Pick all that apply.** *

Märkige kõik sobivad.

- ☐ Godot
- ☐ Unreal Engine
- ☐ Unity
- ☐ Other

4. **Which of the following engines is your main engine that you use the most? ***

Märkige ainult üks ovaal.

- ☐ Godot
- ☐ Unreal Engine
- ☐ Unity
- ☐ Other

5. **Have you heard or used any of the following plugins or tools. Select all that apply ***

Märkige kõik sobivad.

- ☐ CubeGrid (Unreal Engine)
- ☐ CyclopsLevelBuilder (Godot)
- ☐ Haven't heard about any of them

Tasks create a building in three different plugins

Complete a quick greyboxing task using multiple tools. Compare your experience with CubeGrid, CyclopsLevelBuilder, and BoxConstructor. For each task take the time it took to complete the task in minutes. To ensure a fair comparison, please use each tool to consistently build the same structure that meets all the requirements stated.

Task 1: Building a house in CubeGrid

Build a house using CubeGrid in Unreal Engine and record the time it takes in **minutes** to complete the task!

Here is an video on how to use CubeGrid: <https://www.youtube.com/watch?v=ZF99vhclNeg>

Requirements:

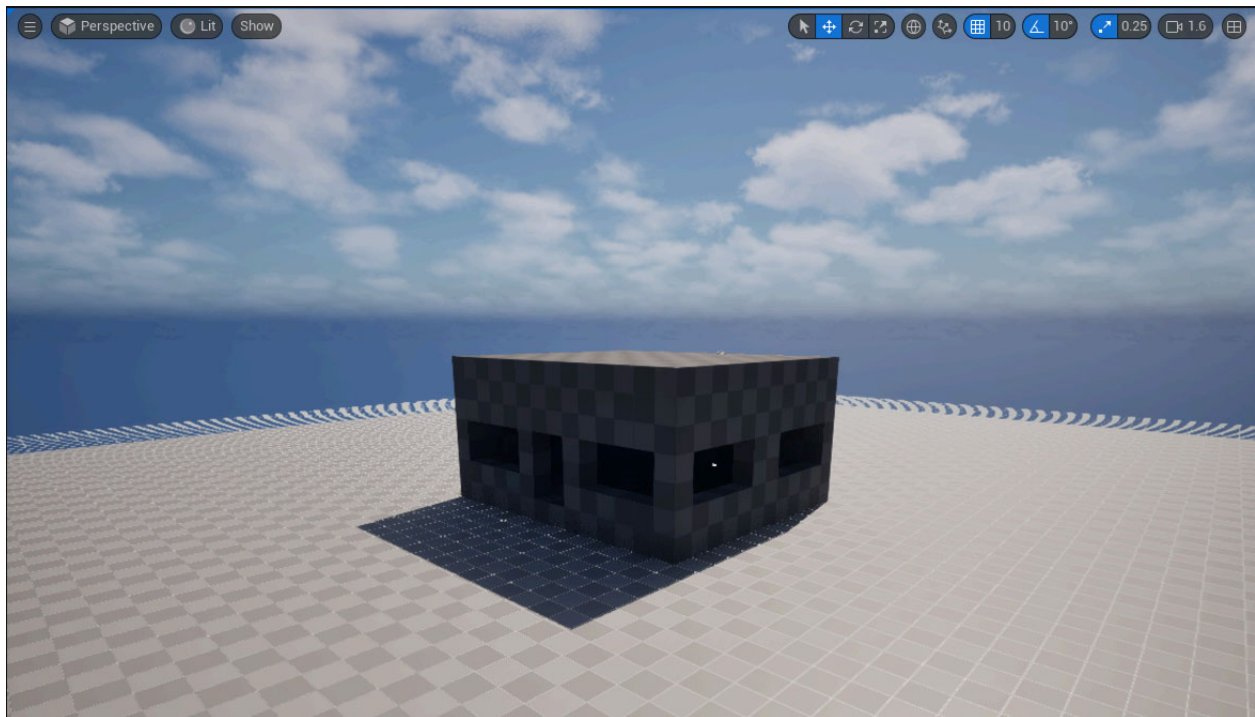
- Include 1 door
- Include 4 windows
- Include a roof

Instructions:

To ensure a fair comparison please use each tool consistently build the same structure that meets the requirements above. You are free to create your own design, as long as it includes a door, 4 windows and a roof

Example Structure:

Refer to the image below for a sample structure you can replicate or use as inspiration.



6. How long did it take to complete the task in CubeGrid? (Answer in minutes) *

7. **CubeGrid's capabilities meet my requirements.** *

Märkige ainult üks ovaal.

1 2 3 4 5 6 7

Stro ☐ ☐ ☐ ☐ ☐ ☐ ☐ Strongly Agree

8. **Elaborate on your rating**

9. **Using CubeGrid is a frustrating experience.** *

Märkige ainult üks ovaal.

1 2 3 4 5 6 7

Stro ☐ ☐ ☐ ☐ ☐ ☐ ☐ Strongly Agree

10. **Elaborate on your rating**

11. **CubeGrid is easy to use.** *

Märkige ainult üks ovaal.

1 2 3 4 5 6 7

Stro ☐ ☐ ☐ ☐ ☐ ☐ ☐ Strongly Agree

12. **Elaborate your rating**

13. **I have to spend too much time correcting things with CubeGrid. ****Märkige ainult üks ovaal.*

1 2 3 4 5 6 7

Stro ☐ ☐ ☐ ☐ ☐ ☐ ☐ Strongly Agree14. **Elaborate your rating**

Task 2: Building a house in CyclopsLevelBuilder

Build a house using CyclopsLevelBuilder in Godot and record the time it takes in **minutes** to complete the task!

Here is a video on how to use CyclopsLevelBuilder: <https://www.youtube.com/watch?v=UAqmm6WIWhA&t=21s>

Boolean operations: https://www.youtube.com/watch?v=mbw_6dnOt_g&t=194s at 25:25

Requirements:

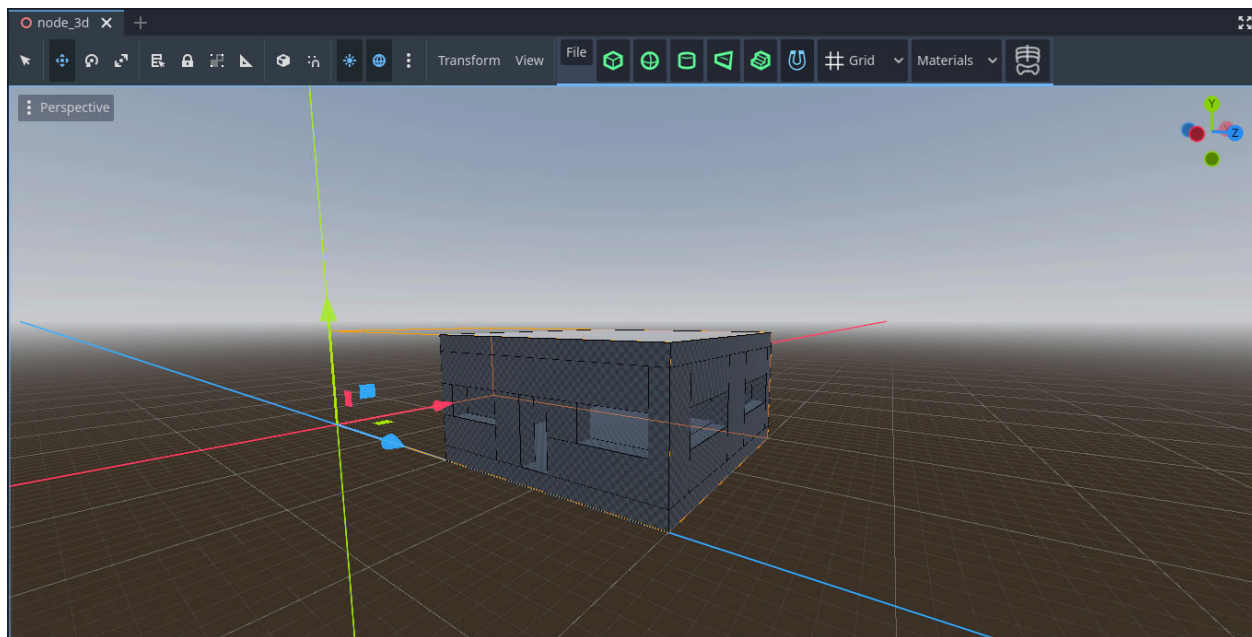
- Include 1door
- Include 4 windows
- Include a roof

Instructions:

To ensure a fair comparison please use each tool consistently build the same structure that meets the requierments above. You are free to create your own design, as long as it includes a door, 4 windows and a roof

Example Structure:

Refer to the image below for a sample structure you can replicate or use as insipration.



15. How long did it take to complete the task in CyclopsLevelBuilder? (Answer in minutes) *

16. CyclopsLevelBuilder's capabilities meet my requirements. *

Märkige ainult üks ovaal.

1 2 3 4 5 6 7

Stro ☐ ☐ ☐ ☐ ☐ ☐ ☐ Strongly Agree

17. Elaborate on your rating

18. **Using CyclopsLevelBuilder is a frustrating experience.** *

Märkige ainult üks ovaal.

1 2 3 4 5 6 7

Stro ☐ ☐ ☐ ☐ ☐ ☐ ☐ Strongly Agree

19. **Elaborate on your rating**

20. **CyclopsLevelBuilder is easy to use.** *

Märkige ainult üks ovaal.

1 2 3 4 5 6 7

Stro ☐ ☐ ☐ ☐ ☐ ☐ ☐ Strongly Agree

21. **Elaborate on your rating**

22. **I have to spend too much time correcting things with CyclopsLevelBuilder.** *

Märkige ainult üks ovaal.

1 2 3 4 5 6 7

Stro ☐ ☐ ☐ ☐ ☐ ☐ ☐ Strongly Agree

23. Elaborate on your rating

Task 3: Building a house in BoxConstructor

Build a house using BoxConstructor in Godot and record the time it takes in **minutes** to complete the task!

Instructions of tool: <https://github.com/Hannogert/BoxConstructor>

Requirements:

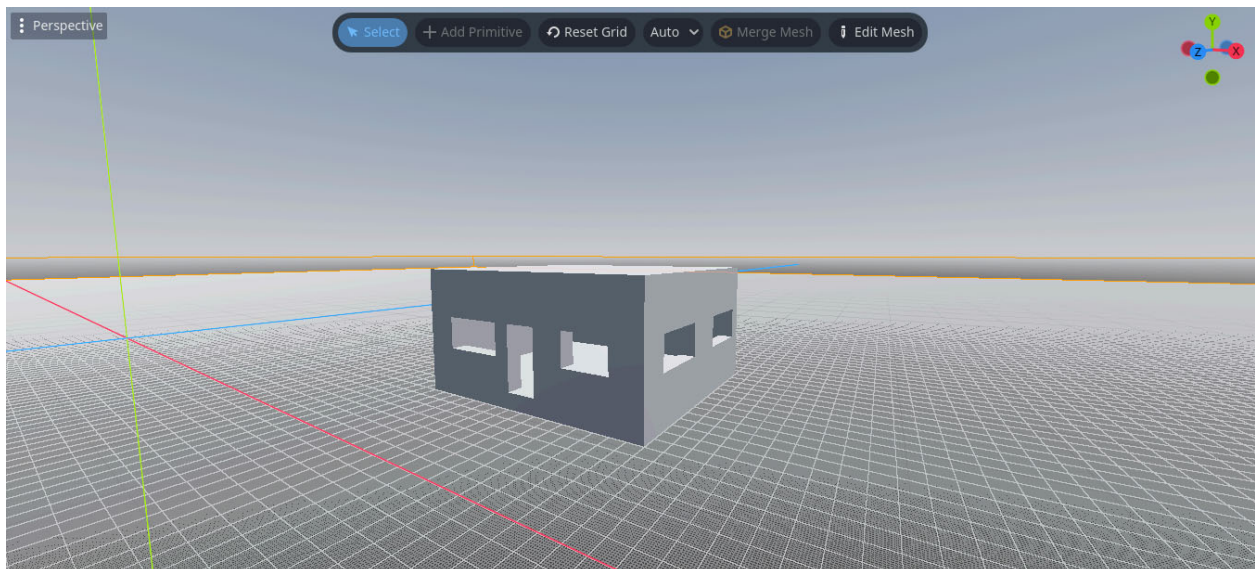
- Include 1 door
- Include 4 windows
- Include a roof

Instructions:

To ensure a fair comparison please use each tool consistently build the same structure that meets the requirements above. You are free to create your own design, as long as it includes a door, 4 windows and a roof

Example Structure:

Refer to the image below for a sample structure you can replicate or use as inspiration.



24. **How long did it take to complete the task in BoxConstructor? (Answer in minutes)** *

25. **BoxConstructor's capabilities meet my requirements.** *

Märkige ainult üks ovaal.

1 2 3 4 5 6 7

Stro ☐ ☐ ☐ ☐ ☐ ☐ ☐ Strongly Agree

26. **Elaborate on your rating**

27. **Using BoxConstructor is a frustrating experience.** *

Märkige ainult üks ovaal.

1 2 3 4 5 6 7

Stro ☐ ☐ ☐ ☐ ☐ ☐ ☐ Strongly Agree

28. **Elaborate on your rating**

29. **BoxConstructor is easy to use.** **Märkige ainult üks ovaal.*

1 2 3 4 5 6 7

Stro ☐ ☐ ☐ ☐ ☐ ☐ ☐ Strongly Agree30. **Elaborate on your rating**

31. **I have to spend too much time correcting things with BoxConstructor.** **Märkige ainult üks ovaal.*

1 2 3 4 5 6 7

Stro ☐ ☐ ☐ ☐ ☐ ☐ ☐ Strongly Agree32. **Elaborate on your rating**

33. **What features do you find most useful in BoxConstructor?** *

34. **What improvements would you like to see in BoxConstructor? ***

35. **For BoxConstructor were any steps unnecessarily time-consuming? If was what exactly? ***

Overall Experience

Reflect on your overall experience with BoxConstructor

36. **If given a choice, which of tool or plugin would you prefer for greyboxing? ***

Märkige ainult üks ovaal.

- ☐ BoxConstructor
- ☐ CyclopsLevelBuilder
- ☐ CubeGrid

37. **Why would you choose the given tool for greyboxing? ***

38. **What features from CubeGrid and Cyclops would you like to be added to BoxConstructor? ***

39. **Overall satisfaction with BoxConstructor. ***

1 2 3 4 5 6 7 8 9 10



40. **What specific aspects led to your satisfaction or dissatisfaction? ***

41. **Open Microphone:** This is your chance to speak freely! Share any additional feedback, suggestions, or ideas about BoxConstructor.

Google pole seda sisu loonud ega heaks kiitnud.

Google Vormid

