

Testing of Cogbug

This form is intended for the testers of a mobile game Cogbug.

Please answer these questions after playing the game. Thank you for your extremely valuable feedback!

This will help to support a Master thesis.

⚙ NB! All participants will take part in a random giveaway of the board game version of Cogbug after the alpha tests are completed! ⚙

***Required**

1. Email address *

Gameplay Mechanics

Multiplayer

2. Connecting to the game servers was... (until the "multiplayer" button appears, arrow stops spinning violently) *

Mark only one oval.

☐ Slow, ≥ 10 seconds

☐ Bearable, 5..10 seconds

☐ Fast, < 5 seconds

☐ Other:

3. Creating a new game room was... *

Mark only one oval.

- ☐ Slow, ≥ 7 seconds
- ☐ Normal, 3..7 seconds
- ☐ Fast, < 3 seconds
- ☐ I did not create a room
- ☐ Other: _____

4. Loading into the game was... *

Mark only one oval.

- ☐ Slow, ≥ 7 seconds
- ☐ Normal, 3..7 seconds
- ☐ Fast, < 3 seconds
- ☐ I did not create a room
- ☐ Other: _____

5. In game, objects moved by other players were *

Mark only one oval.

- ☐ Moving smoothly
- ☐ Moving with slight lag
- ☐ Not moving at all
- ☐ Other: _____

Cogs



6. Rate how easy it is to tell different cog types apart. *

Mark only one oval.

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

7. Please explain your rating

Minions/Bots (Victory Points)



8. Rate how easy it is to understand where the bot/victory node can and cannot move to. *

Mark only one oval.

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

9. Please explain your rating

UI Experience

10. Please rate how UI feels in general. *

Mark only one oval.

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

11. Please explain your rating

12. Please rate the animations *

Mark only one oval.

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

13. Please explain your rating

14. Visual feedback was sufficient *

Mark only one oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely Agree

15. Please explain your rating

16. Audio feedback was sufficient *

Mark only one oval.

	1	2	3	4	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely Agree

17. Please explain your rating

Specific UI elements

18. Rate the main menu screen design *

Mark only one oval.

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

19. Please explain your rating

20. Please rate the game browser design *

Mark only one oval.

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

21. Please explain your rating

22. Please rate the room info design *

Mark only one oval.

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

23. Please explain your rating

Conclusion

24. How likely would you recommend the game to friends? *

Mark only one oval.

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

25. How do you feel regarding the following features to be added? *

Mark only one oval per row.

	N/A (do not understand)	YES, PLEASE!	Slight interest	Neutral	Meh	Totally pointless
Multiplayer room settings (game speed, changing room size etc.)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Timers for each player	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Playable tutorial (you would be explained how to play the game step-by-step)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Private games (either by password or invite only)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Pass-and-play game mode (several players on the same device)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
In-room chat (before the game starts)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
In-game chat	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Singleplayer game mode (offline)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Friends system	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

26. Is there anything else you would like to see added to the game?

27. Is there anything you would like to see changed in the game?

28. Is there anything you would like to see removed from the game?

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