# User Survey Results

Consent

Your participation in this questionnaire is entirely voluntary; there will be no remuneration for the time you spend evaluating it. All data gathered from the usability study will be treated in a confidential fashion: It will be archived in a secure location and will be interpreted only for purposes of this evaluation. When your data are reported or described, all identifying information will be removed. If you are willing to take part in the survey please select accept.
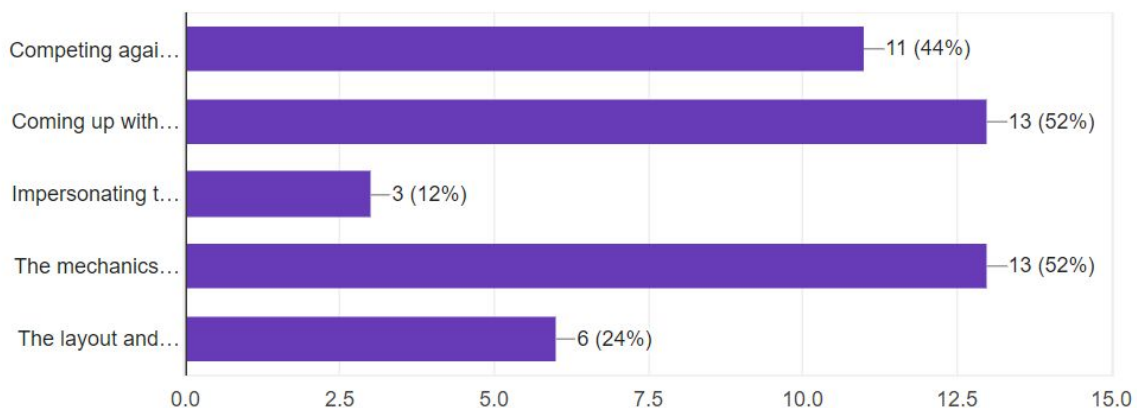
25 responses
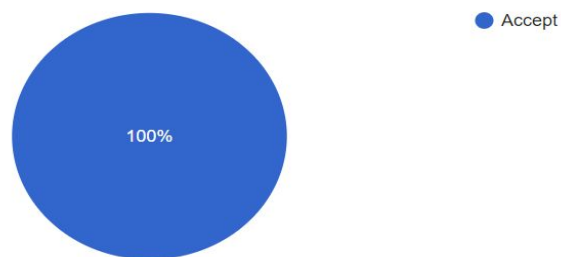
Questions 1 and 2

Our user survey was passed around our cohort to gain a better idea for our user requirements. The first questions asked gave no desirable data as the answers given were too spread. Our second question asked was "What makes these kinds of games fun for you?" here are the stats:


From the data above requirements for mechanics, multiplayer and strategy are shown to be important to the user. However, we should not ignore the other answers given. Just put them as a lower priority compared to the other aspects in our requirements.

Question 3

Users also gave an inconclusive spread of answers as to their preferred game time in a TBSG. Here are the stats for that question:

## When playing a TBSG what would be the ideal game length?
25 responses
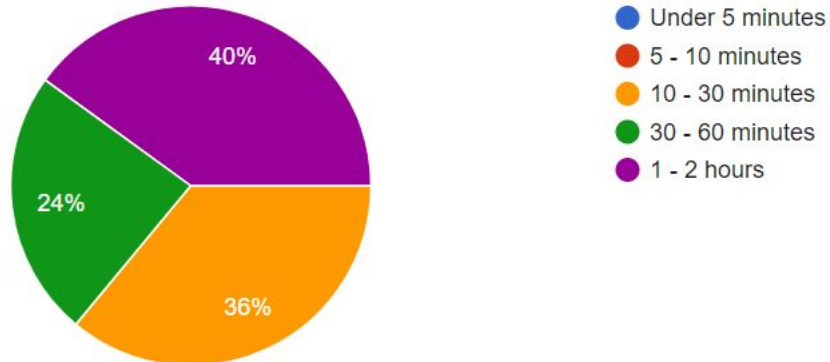
To come to a conclusive requirement here we must compare these answers with our clients requirement for game time. The client had a preference towards a game time of 10-30mins, so we can form a good requirement here for the game time to be under and hour but above 10mins. This allows us to accommodate most of our users along with the client (will need validating).

Questions 4 and 5

Here are the stats for the expected turn time:
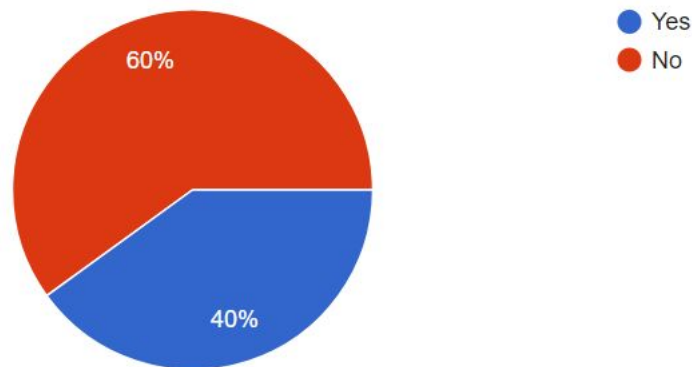
How long do you expect a turn to take?
25 responses
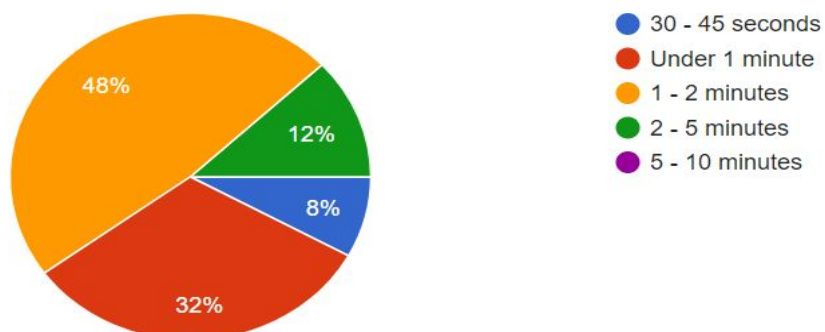
Here we can form a requirement to keep the turn time below 2mins and above 30 seconds. Along with this we asked if people enjoyed having a turn time limit. Here are the stats for this:

Do you enjoy having a turn time limit?

25 responses

- Yes
- No

60%
40%

A requirement to make the ability to toggle the turn time limit on and off in the options can be made based on the spread of answers given in this question (will need validating).

Question 6

We then asked what the preferred input is for playing TBSGs. Here are the stats:

For TBSGs what is your preferred input method of these options?

25 responses

- Mouse only
- Keyboard and Mouse
- Gamepad (e.g. an Xbox 360 Controller)
- Touchscreen

76%
24%
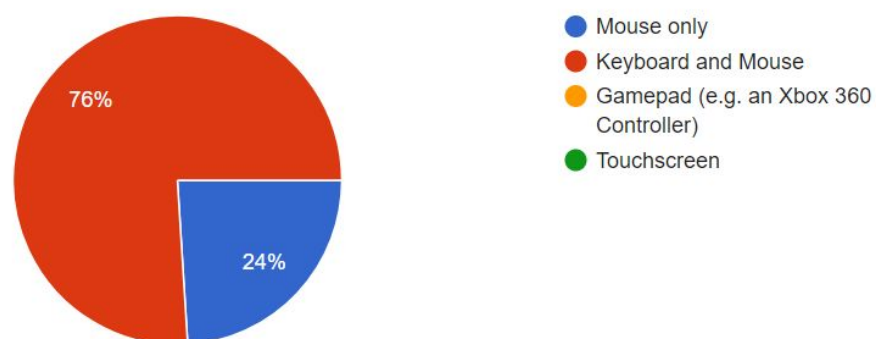
There is no question here that the use of a keyboard and mouse is a significant requirement for the users.
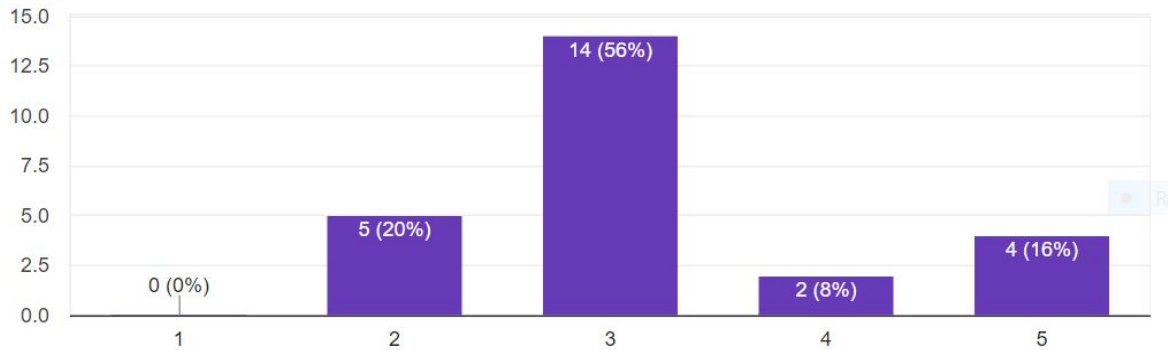
Question 7

Another question asked was how many opponents do you expect to have? Here are the stats:

## When playing TBSGs, how many opponents do you expect to have?

25 responses

Comparing this data with our clients requirement we can confirm a good requirement for players is a player limit between 2-4 players.

Question 8

The question "do you have a preferred art style for TBSGs (Turn based strategy games)" was asked. Here are the stats:

What type of art style would you prefer a TBSG to have?

25 responses

- Cartoon
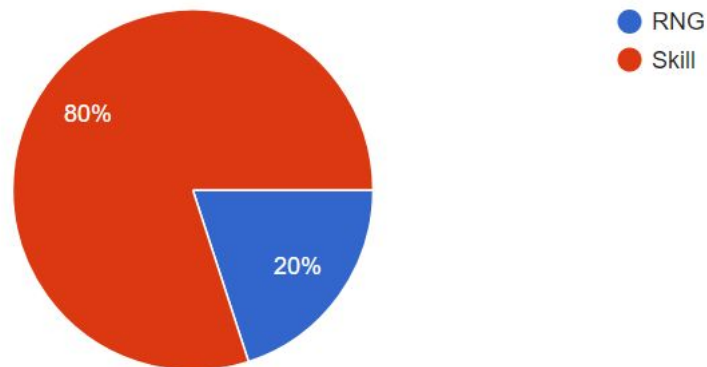- Realistic
- Some hybrid of the two
- no preference
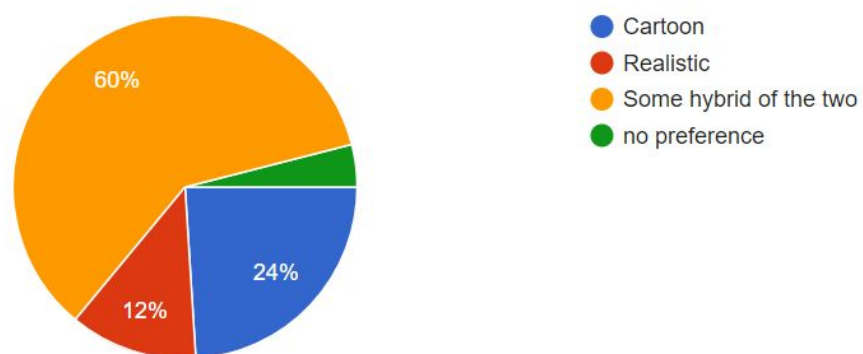
This gives a requirement for styling the game with a cartoon feel along with some realism as well.

Question 9

Finally, we asked if users wanted the battles to be RNG or skill based, here are the stats:

Would you prefer battles to be RNG based or skill based?

25 responses

This means we have gained a requirement to include some skill for the users when they are battling (needs validating).

Identified conflicts for next interview

- Game time
    - 1-2 hours (cohort) or 10-30 minutes (client)?

- Turn time
    - Client suggested there should be a turn time limit but 60% of the cohort said they would prefer no timer: therefore, we suggest implementing a toggleable turn timer which is configured during the game's initial setup
- Fight mechanic
    - Mainly based on skill and strategy but still tightly influenced by RNG