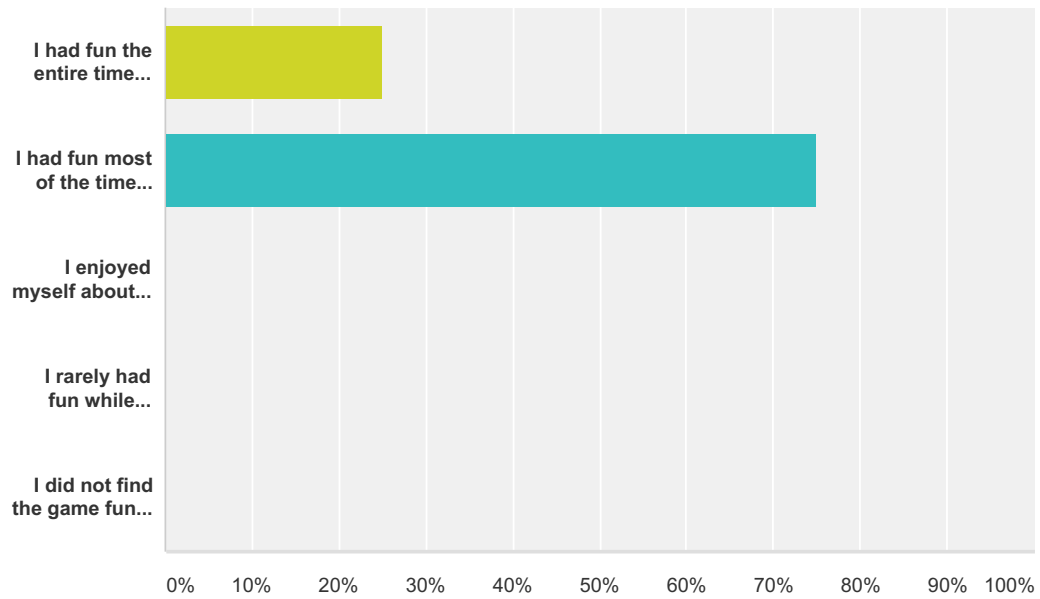


Q1 Before diving into some more specific questions, please rate your overall level of enjoyment while playing The Hunted.

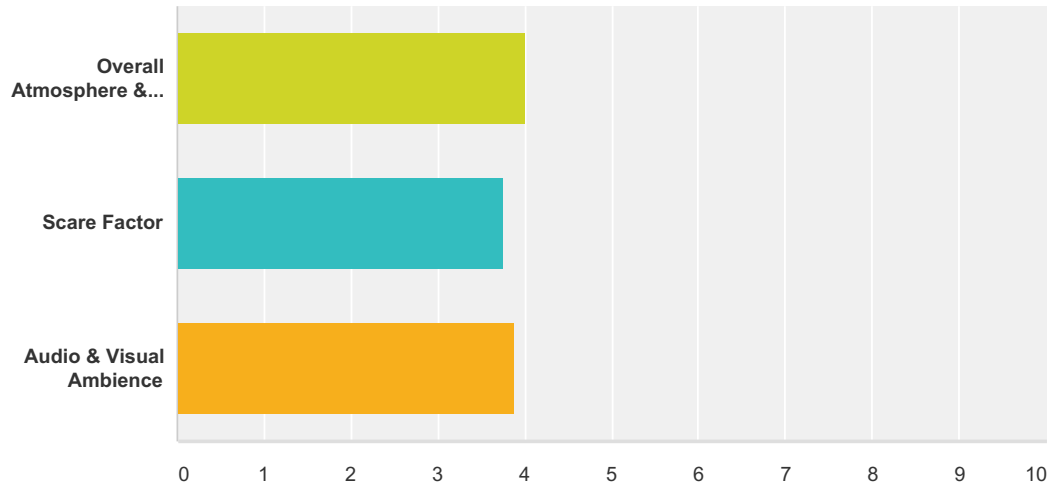
Answered: 8 Skipped: 0



Answer Choices	Responses
I had fun the entire time while playing the game.	25.00% 2
I had fun most of the time while playing the game.	75.00% 6
I enjoyed myself about half of the time while playing.	0.00% 0
I rarely had fun while playing.	0.00% 0
I did not find the game fun or enjoyable at all.	0.00% 0
Total	8

Q2 Atmosphere and mood are two very important elements of The Hunted. Please rate how successful you think the following areas were in immersing you in the game.

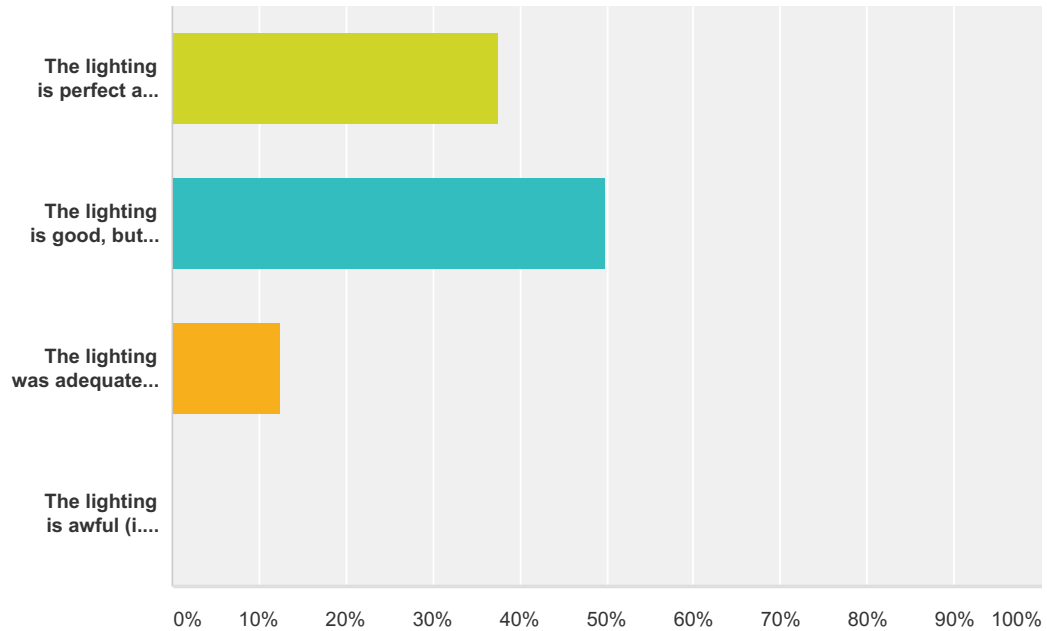
Answered: 8 Skipped: 0



	Terrible	Bad	Okay	Great	Perfect	Total	Weighted Average
Overall Atmosphere & Mood	0.00% 0	0.00% 0	25.00% 2	50.00% 4	25.00% 2	8	4.00
Scare Factor	0.00% 0	12.50% 1	25.00% 2	37.50% 3	25.00% 2	8	3.75
Audio & Visual Ambience	0.00% 0	12.50% 1	12.50% 1	50.00% 4	25.00% 2	8	3.88

Q3 Lighting is another integral part of immersion in The Hunted. Please share your thoughts on the overall lighting conditions in the game.

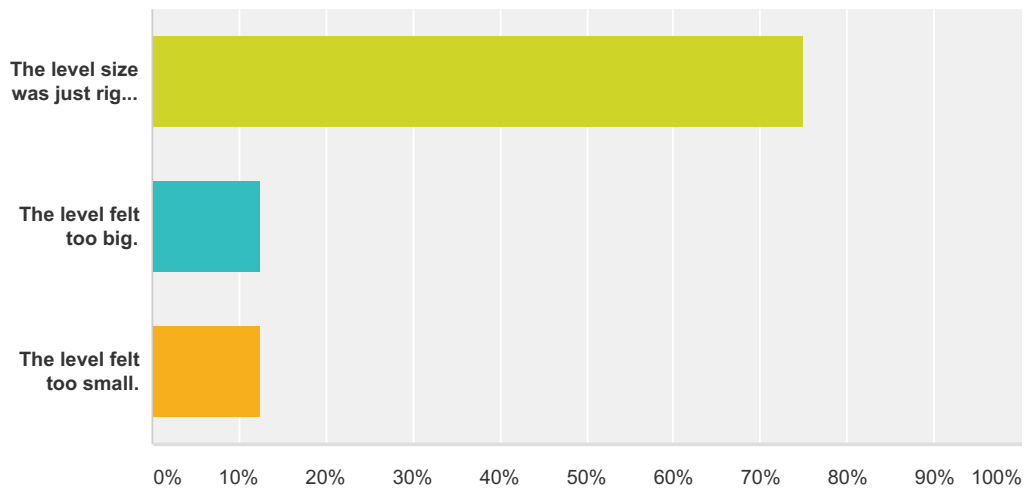
Answered: 8 Skipped: 0



Answer Choices	Responses
The lighting is perfect as is.	37.50% 3
The lighting is good, but could still use some tweaking.	50.00% 4
The lighting was adequate (i.e. I could see things), but that's about it.	12.50% 1
The lighting is awful (i.e. couldn't really see anything, it was really distracting, etc.).	0.00% 0
Total	8

Q4 How do you feel about the size of the level overall?

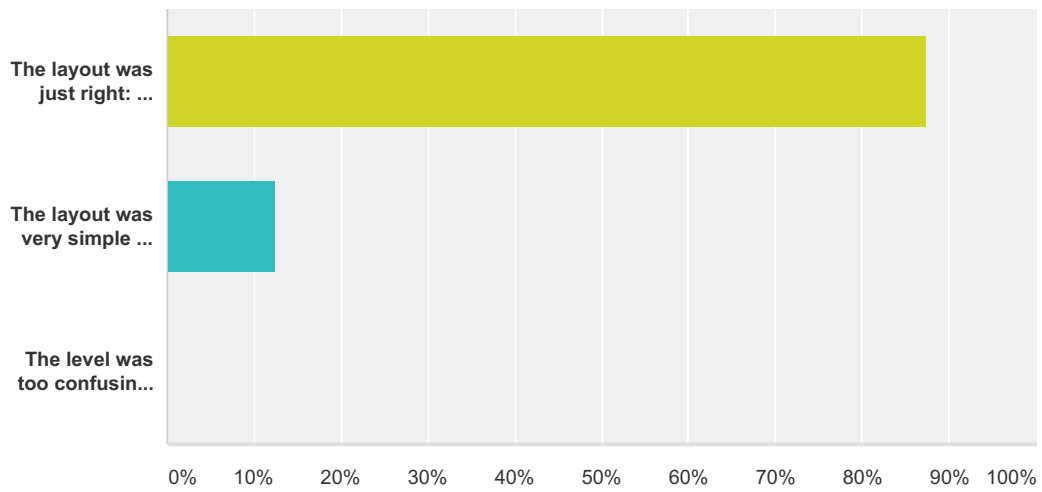
Answered: 8 Skipped: 0



Answer Choices	Responses
The level size was just right: not too big or too small.	75.00% 6
The level felt too big.	12.50% 1
The level felt too small.	12.50% 1
Total	8

Q5 How do you feel about the layout of the level overall?

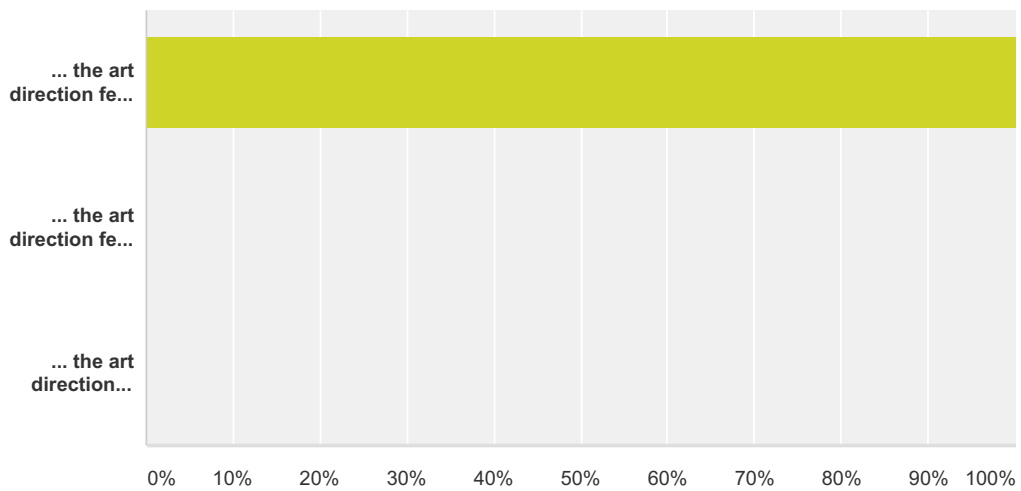
Answered: 8 Skipped: 0



Answer Choices	Responses
The layout was just right: not too boring or too confusing.	87.50% 7
The layout was very simple and boring (too easy to navigate).	12.50% 1
The level was too confusing and difficult to navigate.	0.00% 0
Total	8

Q6 Based on the art that you've seen so far, what are your thoughts on the overall art direction of the level moving forward? PLEASE KEEP IN MIND: This question is asking about your thoughts on the overall art STYLE, not whether you think there should be more finished art in the game (we know there should be)."Based on what I've seen of this current version of the game, I think that..."

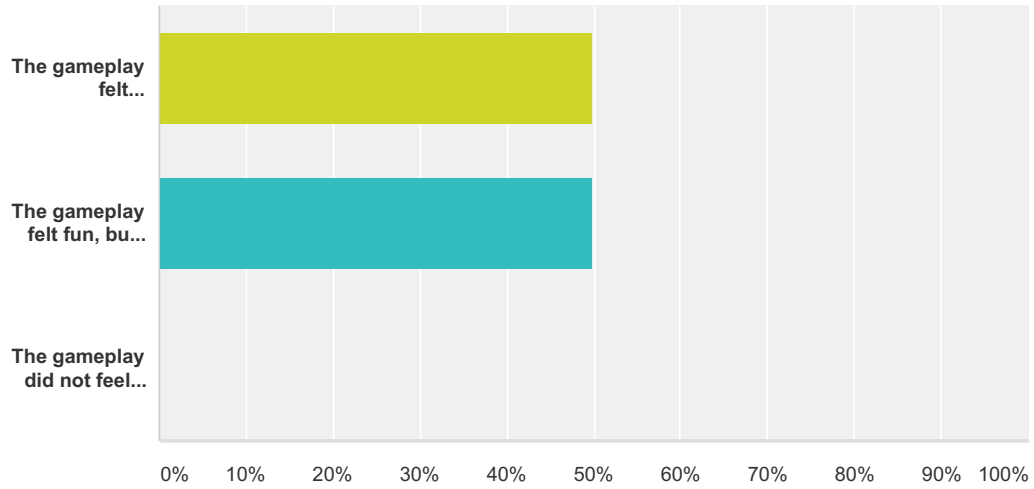
Answered: 8 Skipped: 0



Answer Choices	Responses
... the art direction feels appropriate throughout the level and fits the style of the game.	100.00% 8
... the art direction feels like a better fit in some places than others (please elaborate below).	0.00% 0
... the art direction doesn't really fit the style of the game and could use revisiting (please elaborate below).	0.00% 0
Total	8

Q7 The Hunted (for those who haven't played the original game before) is essentially just a unique version of hide and seek meets tag. How do you feel about the gameplay in its current state?

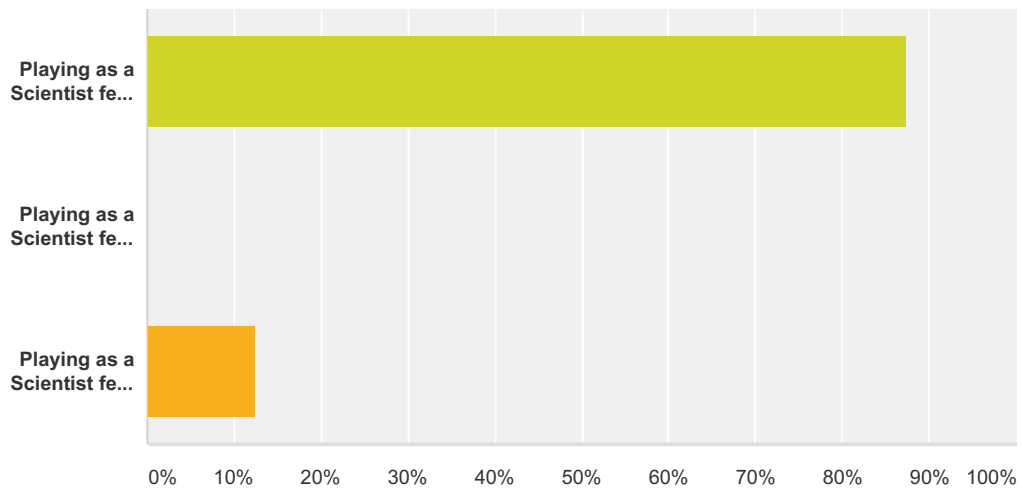
Answered: 8 Skipped: 0



Answer Choices	Responses
The gameplay felt consistently fun and fulfilling.	50.00% 4
The gameplay felt fun, but lacked a certain "something."	50.00% 4
The gameplay did not feel very fulfilling.	0.00% 0
Total	8

Q8 As a Scientist, what are your thoughts on the gameplay?

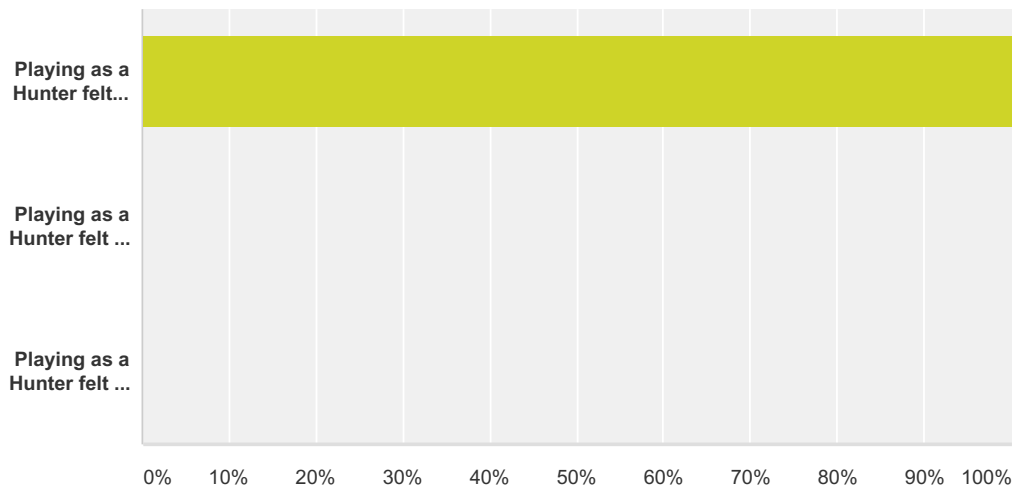
Answered: 8 Skipped: 0



Answer Choices	Responses	
Playing as a Scientist felt balanced (neither easy, nor difficult).	87.50%	7
Playing as a Scientist felt too easy (too easy to hide, too easy to evade capture, etc.).	0.00%	0
Playing as a Scientist felt too hard (was found too easily, evading capture is too hard, etc.).	12.50%	1
Total		8

Q9 As a Hunter, what are your thoughts on gameplay?

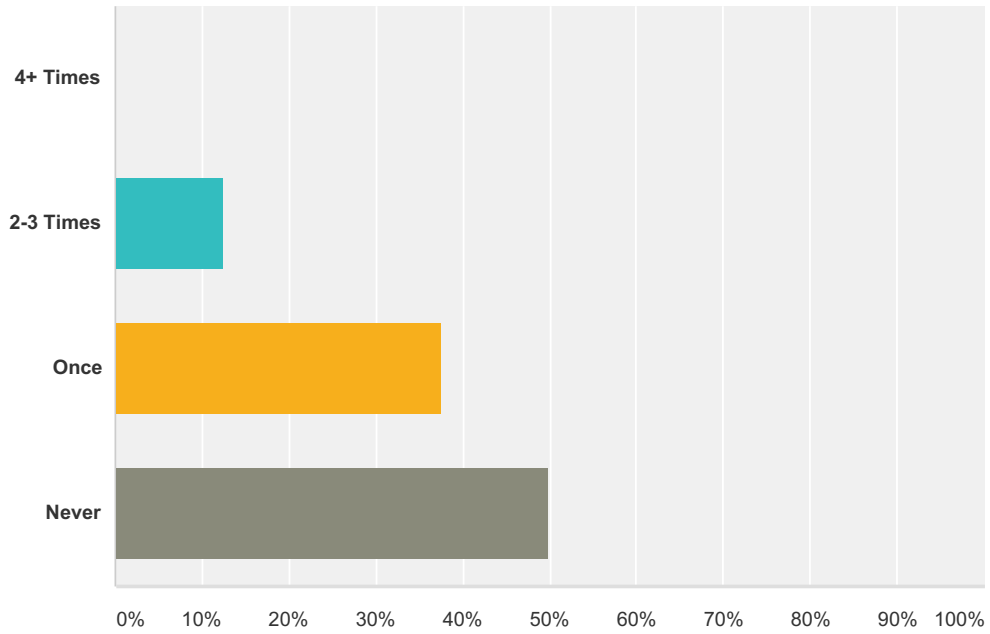
Answered: 8 Skipped: 0



Answer Choices	Responses
Playing as a Hunter felt balanced (neither easy, nor difficult).	100.00% 8
Playing as a Hunter felt too easy (too easy to find Scientists, too easy to capture them, etc.).	0.00% 0
Playing as a Hunter felt too hard (too hard to find Scientists, too hard to capture, etc.).	0.00% 0
Total	8

Q10 Approximately how many times did you start off as the first Hunter at the beginning of a round? (Think back as best as you can.)

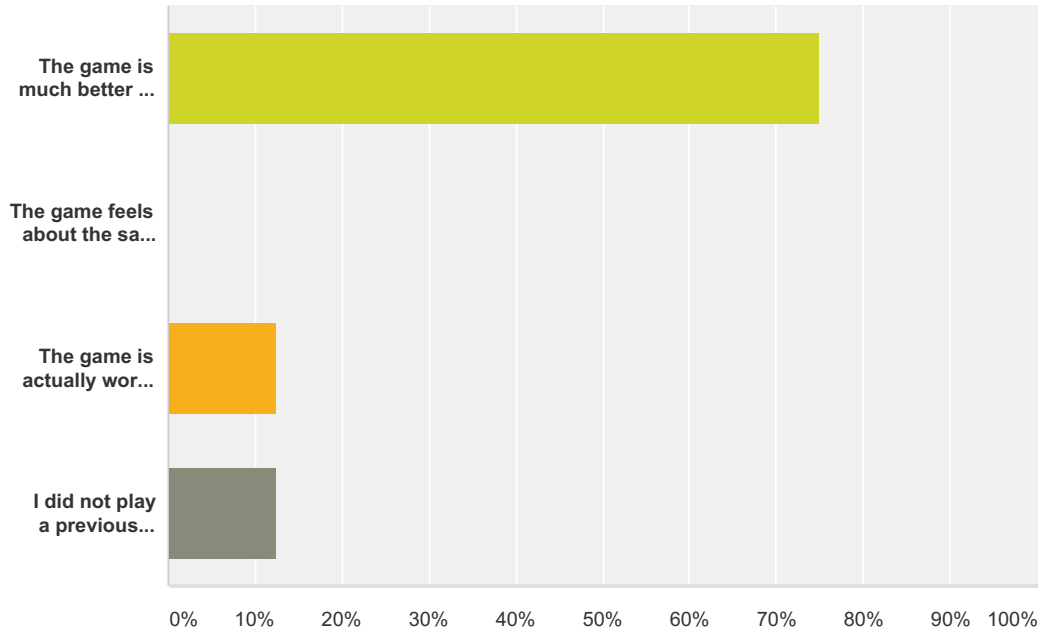
Answered: 8 Skipped: 0



Answer Choices	Responses
4+ Times	0.00% 0
2-3 Times	12.50% 1
Once	37.50% 3
Never	50.00% 4
Total	8

Q11 In this version of the game, the dynamic spawn system is finally up and running (that is, you respawn as a Hunter exactly where you die). How would you rate the impact of this system on the game compared to previous versions that you've played?

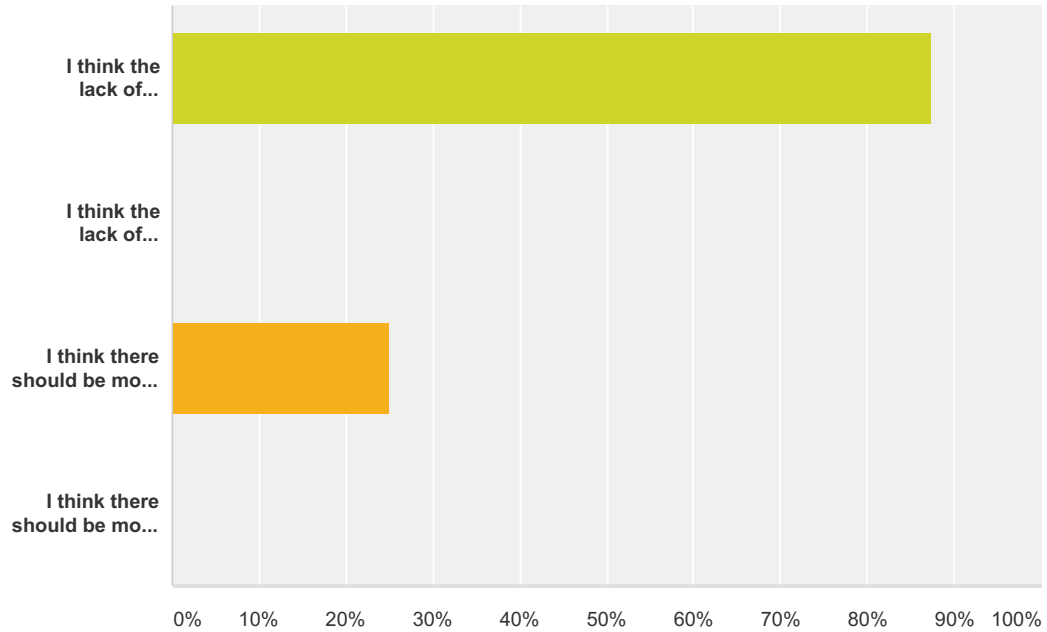
Answered: 8 Skipped: 0



Answer Choices	Responses
The game is much better now that spawning is dynamic.	75.00% 6
The game feels about the same, even with dynamic spawning.	0.00% 0
The game is actually worse now that spawning is dynamic.	12.50% 1
I did not play a previous version of the game.	12.50% 1
Total	8

Q12 The Hunted is intentionally built with "minimal design elements" in mind, such as not offering the player any instructions, keeping the user interface as empty as possible, etc. What are your thoughts on this approach? (You can choose multiple options below.)

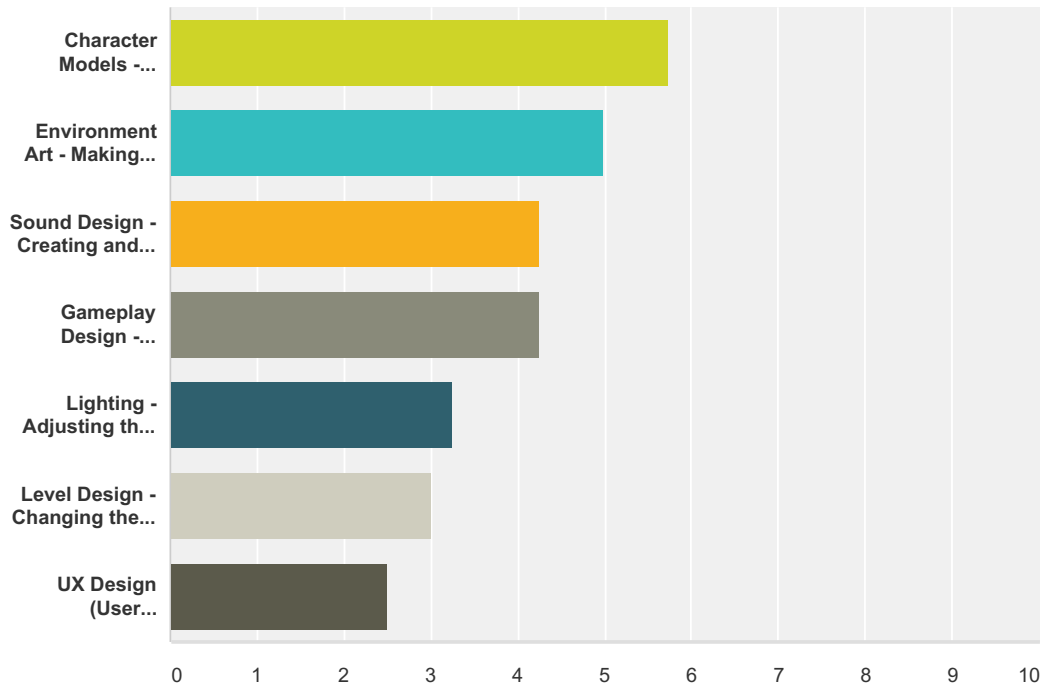
Answered: 8 Skipped: 0



Answer Choices	Responses
I think the lack of instruction makes the game more immersive.	87.50% 7
I think the lack of instruction is frustrating.	0.00% 0
I think there should be more cues in the game environment to offer instruction (i.e. alarms or speaker announcements).	25.00% 2
I think there should be more cues on-screen to offer instruction (i.e. HUD pop-ups or UI elements).	0.00% 0
Total Respondents: 8	

Q13 We'd like to know which areas you think should be top priorities moving forward. Please rank the follow aspects of game development in the order that you think they should be prioritized based on the current build of the game (with 1 being the "Highest Priority" and 7 being the "Lowest").

Answered: 8 Skipped: 0

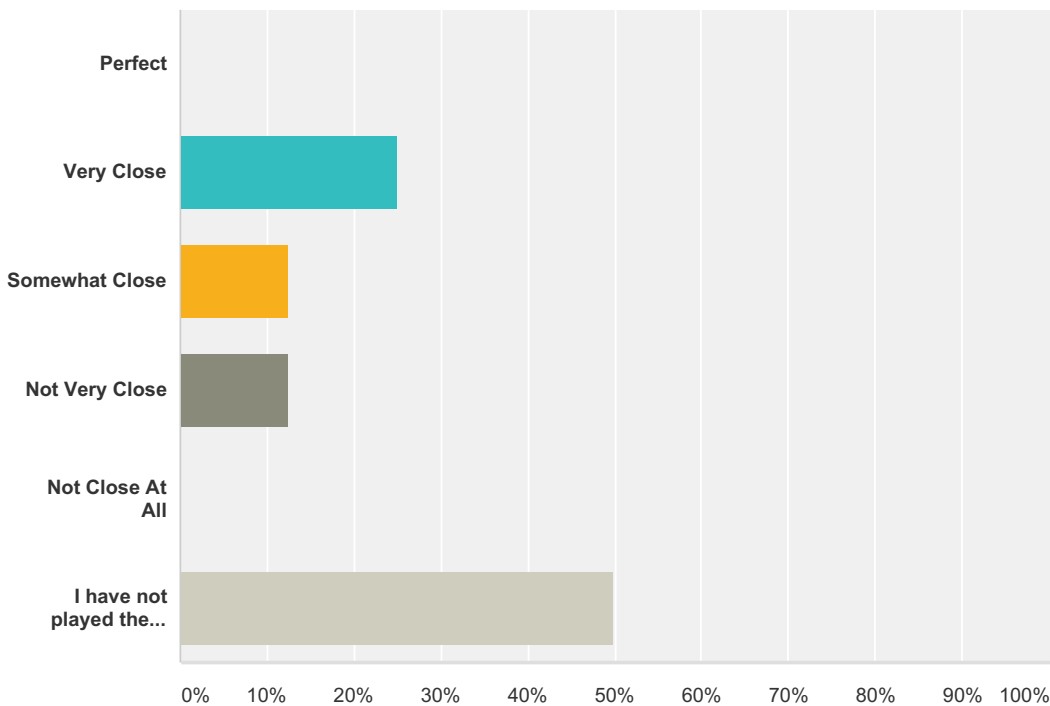


	1	2	3	4	5	6	7	Total	Score
Character Models - Replacing characters with unique models (versus using the current ones)	25.00% 2	37.50% 3	25.00% 2	12.50% 1	0.00% 0	0.00% 0	0.00% 0	8	5.75
Environment Art - Making additional props and 3D objects to place in the game (i.e. more things to hide with)	37.50% 3	12.50% 1	0.00% 0	25.00% 2	12.50% 1	12.50% 1	0.00% 0	8	5.00
Sound Design - Creating and placing audio in the game	12.50% 1	12.50% 1	25.00% 2	12.50% 1	25.00% 2	0.00% 0	12.50% 1	8	4.25
Gameplay Design - Improving the systems that manage things like player functions (run, walk, jump, attack) or spawning conditions, etc.	0.00% 0	25.00% 2	25.00% 2	12.50% 1	25.00% 2	12.50% 1	0.00% 0	8	4.25
Lighting - Adjusting the lights and lighting conditions of the level	0.00% 0	12.50% 1	12.50% 1	25.00% 2	12.50% 1	12.50% 1	25.00% 2	8	3.25
Level Design - Changing the size, scale, and/or layout of the level	12.50% 1	0.00% 0	12.50% 1	0.00% 0	12.50% 1	50.00% 4	12.50% 1	8	3.00

UX Design (User Experience) - Adding more in-game feedback to help guide players better, such as HUD alerts	12.50% 1	0.00% 0	0.00% 0	12.50% 1	12.50% 1	12.50% 1	50.00% 4	8	2.50
---	--------------------	-------------------	-------------------	--------------------	--------------------	--------------------	--------------------	---	------

Q14 How close do you feel this version of The Hunted comes to capturing the essence of the original game? (Please choose a rating if and ONLY if you've played the original, real-life version of The Hunted before, otherwise please choose the final option.)

Answered: 8 Skipped: 0



Answer Choices	Responses
Perfect	0.00% 0
Very Close	25.00% 2
Somewhat Close	12.50% 1
Not Very Close	12.50% 1
Not Close At All	0.00% 0
I have not played the original, real-life version of The Hunted before.	50.00% 4
Total	8

Q15 (Optional) In closing, please feel free to offer any additional thoughts, comments, or criticisms regarding The Hunted in the space below.

Answered: 4 Skipped: 4