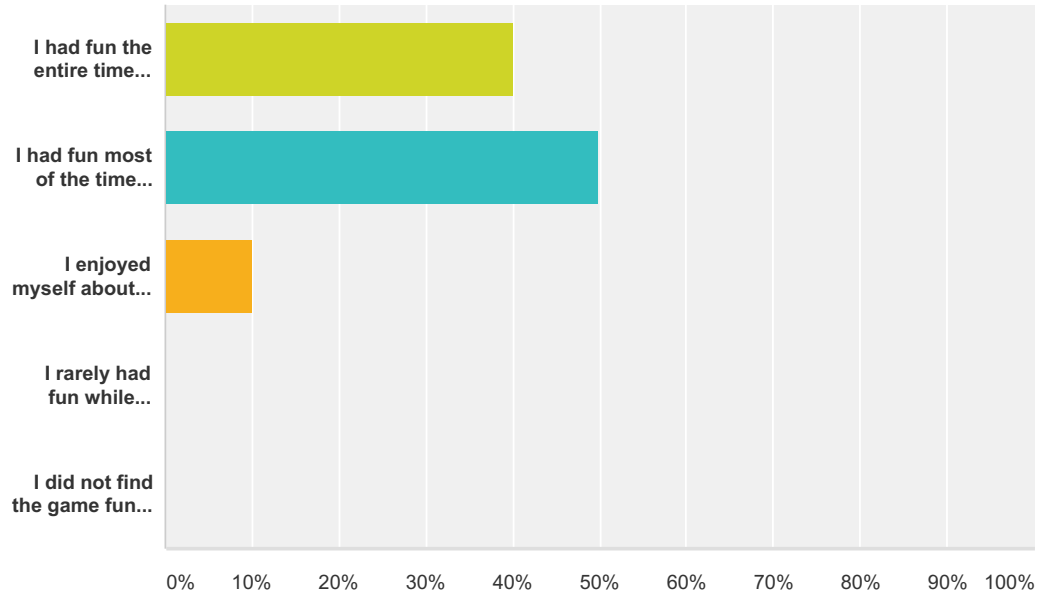


Q1 Before diving into more specific questions, please rate your overall level of enjoyment while playing The Hunted.

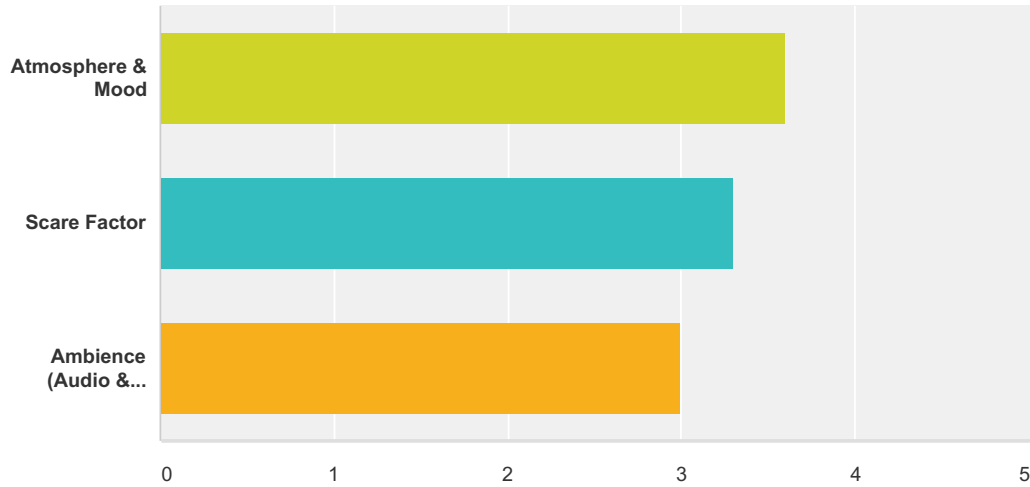
Answered: 10 Skipped: 0



Answer Choices	Responses
I had fun the entire time while playing the game.	40.00% 4
I had fun most of the time while playing the game.	50.00% 5
I enjoyed myself about half of the time while playing.	10.00% 1
I rarely had fun while playing.	0.00% 0
I did not find the game fun or enjoyable at all.	0.00% 0
Total	10

Q2 Atmosphere and mood are two very important elements of The Hunted. On a scale from 1 to 5, please rate how successful you think the following areas were in immersing you in the game.

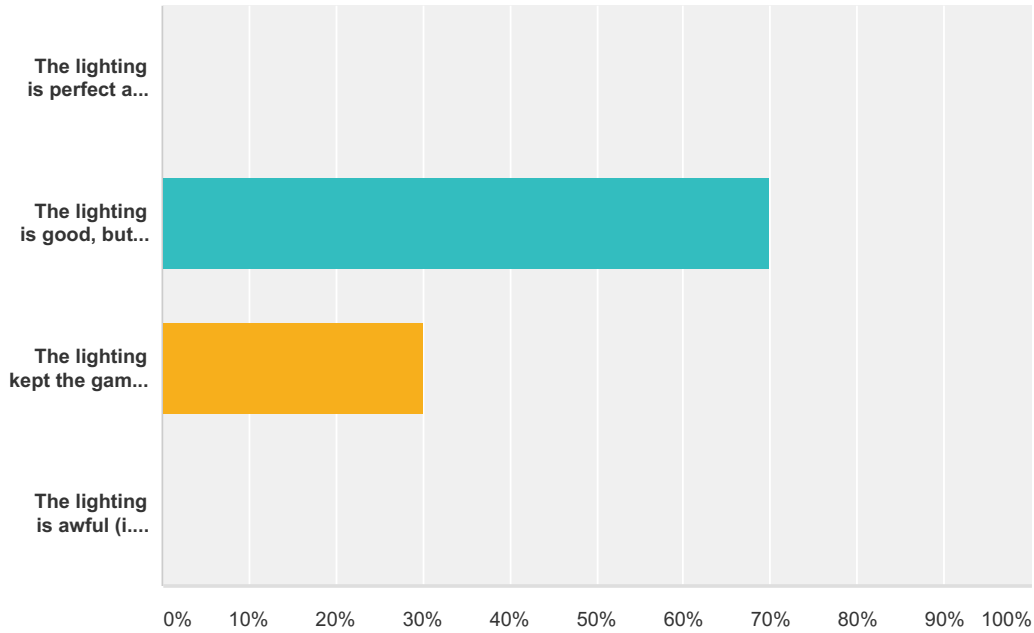
Answered: 10 Skipped: 0



	Terrible	(no label)	Okay	(no label)	Perfect	Total	Average Rating
Atmosphere & Mood	0.00% 0	10.00% 1	20.00% 2	70.00% 7	0.00% 0	10	3.60
Scare Factor	0.00% 0	30.00% 3	20.00% 2	40.00% 4	10.00% 1	10	3.30
Ambience (Audio & Visual)	10.00% 1	10.00% 1	50.00% 5	30.00% 3	0.00% 0	10	3.00

Q3 Lighting is another integral part of immersion in The Hunted. While this particular build featured a relatively early light pass, please share your thoughts on the overall lighting conditions in the game.

Answered: 10 Skipped: 0



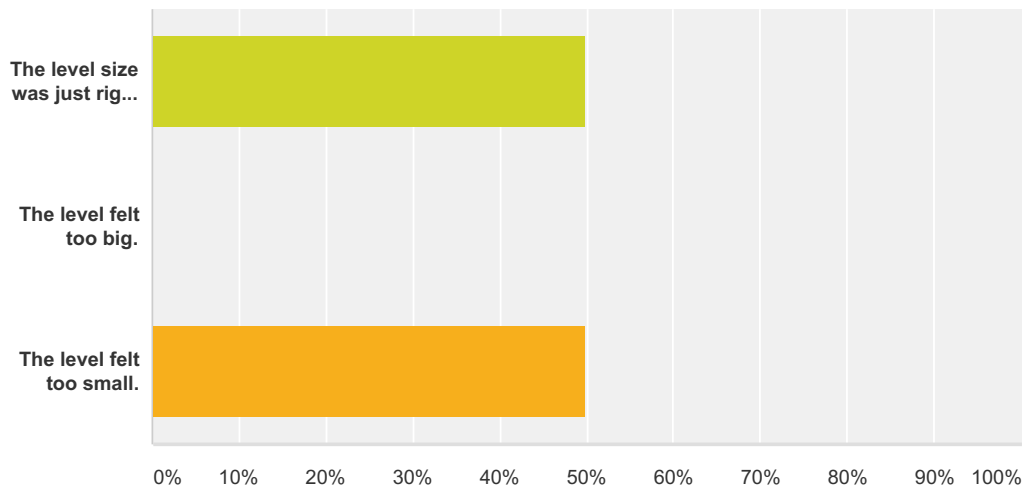
Answer Choices	Responses
The lighting is perfect as is.	0.00% 0
The lighting is good, but could still use some tweaking.	70.00% 7
The lighting kept the game visible, but that's about it.	30.00% 3
The lighting is awful (i.e. couldn't see anything, really distracting, etc.).	0.00% 0
Total	10

#	(Optional) Do you remember any specific areas where the lighting should be improved? Do you have any other thoughts on lighting in general?	Date
1	Column room was great. The pitch black shadows in the area make it ideal for hiding and I hope to see more of that in other rooms. I think the frequency of flickering should be reduced, longer periods of darkness between flashes, more random patterns if possible too.	11/14/2014 9:29 PM
2	there were two rooms with rapid blinking lights that might make people uncomfortable.	11/13/2014 8:21 PM
3	There was a lot of visibility, but that is the issue. As a player of the original game, the best part was the darkness and difficulty of navigation. I understand how that can cause navigation issues in the game but in this case, the darker the better in The Hunted :)	11/13/2014 8:16 PM
4	Two rooms had perfect lighting in my opinion. They were the pillars room and the long empty room with two doors on the same side. I believe it was to the right of the scientist spawn. Those rooms both caused me as the hunter to lose track of scientists which made the chase more exciting.	11/13/2014 8:16 PM

5	I think it needs more dark corners/areas, dimmer lighting like emergency lighting.	11/13/2014 8:11 PM
6	Some areas were significantly too bright with players standing out way too much. Some of the areas were also exceptionally too dark with players being near invisible.	11/13/2014 8:03 PM
7	less lights, more dark areas, strobe lighting should be in every room	11/13/2014 8:03 PM
8	I think that the brightness should be toned down a bit, to provide more shadows to hide in as a scientist	11/13/2014 7:59 PM
9	More dark spots! And blinking.	11/13/2014 7:59 PM
10	Need to dim specific areas. Also, have flickering with shorter durations.	11/13/2014 7:56 PM

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

Answered: 10 Skipped: 0

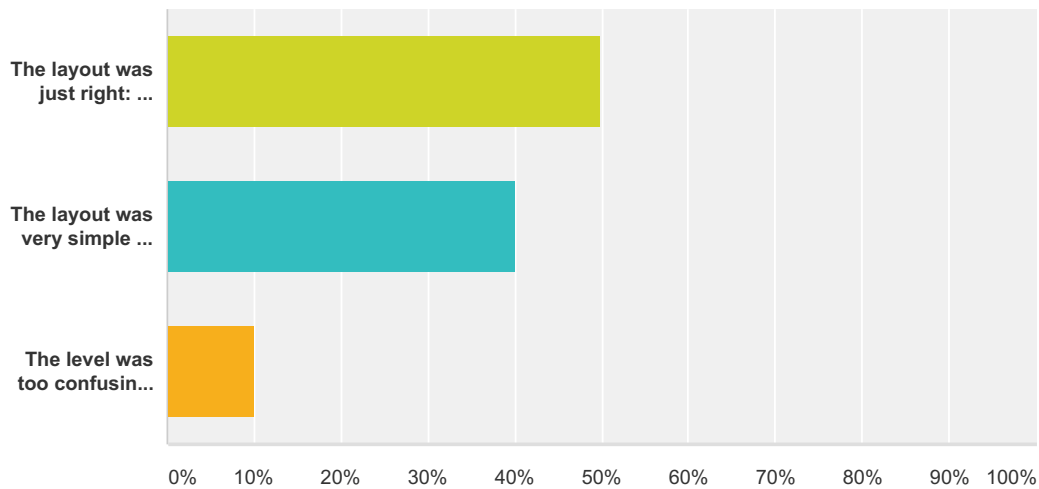


Answer Choices	Responses
The level size was just right: not too big or too small.	50.00% 5
The level felt too big.	0.00% 0
The level felt too small.	50.00% 5
Total	10

#	(Optional) Feel free to offer any additional comments you may have on the level size.	Date
1	This will probably vary based on how many people can join a map. I feel we were at about the maximum number that the map was serviceable for. Probably could have used one more room (which I understand you actually had but was blocked off)	11/14/2014 9:29 PM
2	I wish to see more verticality in the level. I notice there was a room with extra tall ceiling and I wondered a while for how can I getting there.	11/13/2014 8:21 PM
3	The level seems small....when there are a lot of hunters. I remember thinking your basement was spacious until there were two hunters. Then it was too small. The level essentially shrinks when there are more hunters!	11/13/2014 8:16 PM
4	Could use a bit more, the spawn point may have restricted some rooms use.	11/13/2014 8:16 PM
5	Rooms got repetitive. I realize we also played this for a significant time, with a relatively straightforward scheme, but maybe randomly generated ones.	11/13/2014 8:03 PM
6	a few more rooms not too many, less dead ends more entrances in every room	11/13/2014 8:03 PM
7	Good size but I think things need to be moved so the hunter spawn doesn't cut off part of the map for the scientists.	11/13/2014 7:59 PM

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

Answered: 10 Skipped: 0

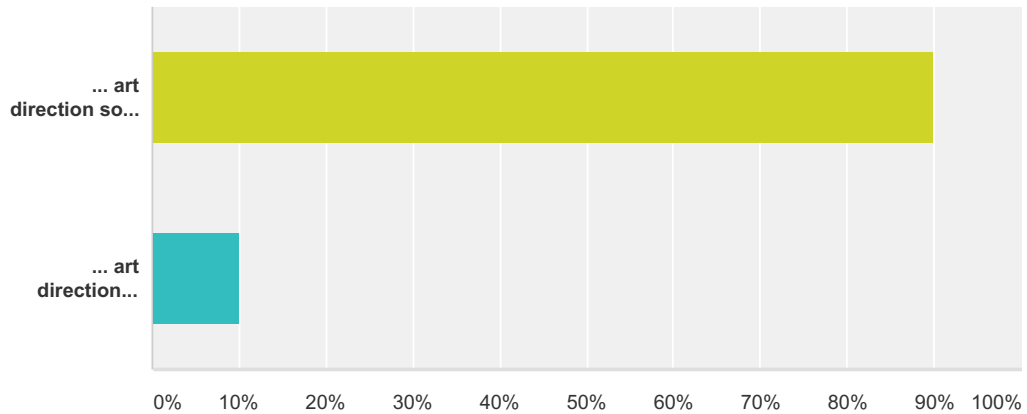


Answer Choices	Responses
The layout was just right: not too boring or too confusing.	50.00% 5
The layout was very simple and boring (too easy to navigate).	40.00% 4
The level was too confusing and difficult to navigate.	10.00% 1
Total	10

#	(Optional) Feel free to offer any additional comments you may have on the level layout.	Date
1	I don't think any of the above really are accurate. Any confusion I had was mainly due to lack of landmarks at this stage in development. The bigger issue with the layout currently is the existence of dead end rooms. Without an escape route, I can't think of a reason a scientist would ever go into them, thus artificially shrinking the size of the overall map. Couple ideas about this: A) Have two exits to every room B) Maybe have some kind of item in dead end rooms that would make it worthwhile for a scientist to risk entering it. Obviously some thought would have to go into what that would be. C) Create structures in dead end rooms that would allow a player to kite a hunter around and escape out the way they came.	11/14/2014 9:29 PM
2	(I think the term boring is a little strong. I wouldn't go that far!) I think you all have plans to make the layout and environment different/more developed anyway, but I would like the layout to be more like a science lab. A room where they conduct experiments, maybe some blown out/fuzzy tv screens, a control room, cafeteria, etc.	11/13/2014 8:16 PM
3	No comment.	11/13/2014 8:16 PM
4	More rooms necessary.	11/13/2014 8:11 PM
5	MOOOOOOOOOORE PROPS	11/13/2014 8:03 PM
6	I thought the level should be a circular and that there should be no dead ends. Also the column room with catwalks was essentially useless, as it was located next to the Hunter spawn, so no scientist could never get there	11/13/2014 7:59 PM
7	It just needs more stuff and some rearranging.	11/13/2014 7:59 PM
8	Hunter spawn needs to be moved	11/13/2014 7:56 PM

Q6 While the level is still quite empty at the moment, you can begin to see (in areas like the Cafeteria) how we're starting to bring in more props. Keeping this room in mind as a template for the rest of the level, what are your thoughts on the overall art direction of the level moving forward?"Based on what I can tell with the limited examples available, I feel that the..."

Answered: 10 Skipped: 0

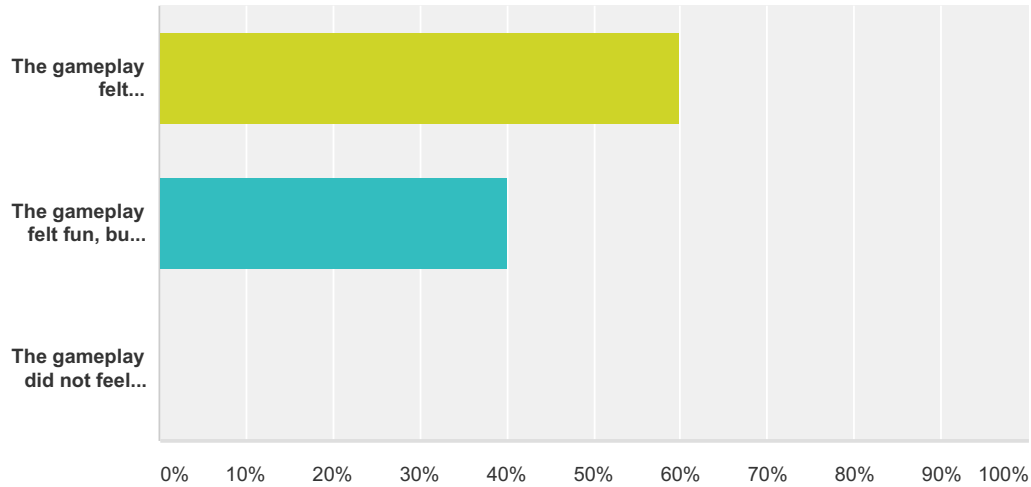


Answer Choices	Responses
... art direction so far is appropriate and fits the style of the game.	90.00% 9
... art direction doesn't really fit the style of the game and needs revisiting.	10.00% 1
Total	10

#	(Optional) Please feel free to add any additional comments on the art direction of the level here.	Date
1	Honestly, its early enough where it's pretty hard to tell, but I did not find any of it jarring at all.	11/14/2014 9:29 PM
2	Having tables in the cafeteria is good, and allowed for kiting the Hunters. I would like to see other rooms with props like that. It will help the atmosphere of the game and allow for the meta-game to evolve over time IMO.	11/13/2014 8:16 PM
3	Less patterns in the chairs, maybe look like it was already trashed around. just looks too copy pasted. Not enough props to really judge the direction though.	11/13/2014 8:16 PM
4	A little too early to tell if the direction it's taking is appropriate or not.	11/13/2014 8:11 PM
5	Ummmmmmmmmmmm... Dev textures make this hard to judge. That being said devs have the right idea.	11/13/2014 8:03 PM

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

Answered: 10 Skipped: 0

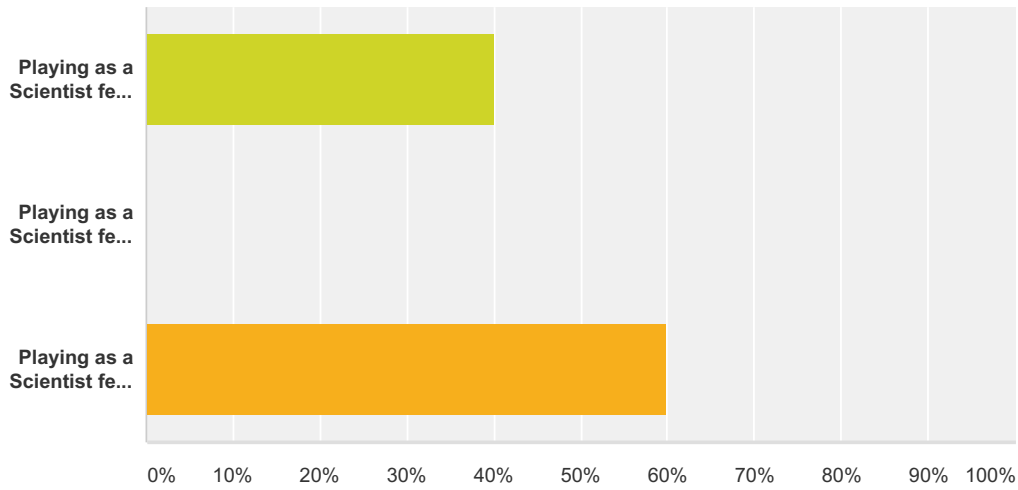


Answer Choices	Responses
The gameplay felt consistently fun and fulfilling.	60.00% 6
The gameplay felt fun, but lacked a certain "something."	40.00% 4
The gameplay did not feel very fulfilling.	0.00% 0
Total	10

#	(Optional) If you answered option #2 or #3, please elaborate.	Date
1	Scariest game ever. Gameplay lacking a few things but we discussed it extensively during the playthrough. - Attack cooldown - Limitations on hunter mobility (no sprint, no jump?) - Hunters pin those they kill allowing others to escape - An additional door mechanic such as scientists being able to temporarily lock it, or maybe even just having the doors close much faster after someone walks through, so a pursuer can't see which direction the scientist ran after going through. - Since most rounds are going to end the same way every time, some end of round stats would be interesting. Most kills, last to die, can maybe trigger a stat if you get in a certain proximity to a hunter and gain enough ground, tracking it as an evasion	11/14/2014 9:29 PM
2	Using the term 'Tag' is very accurate. I would like to see those tags a little more drawn out though :D	11/13/2014 8:16 PM
3	A lot of the humor from this type of game comes from possibly sacrificing or sabotaging other players. If there was a slight non abusable way to accomplish that that would be something to look at.	11/13/2014 8:16 PM
4	Those additional rules felt necessary to capture the original feel, hunters need to be hindered just a bit more so scientists have more of a chance to stay get away.	11/13/2014 8:11 PM

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

Answered: 10 Skipped: 0

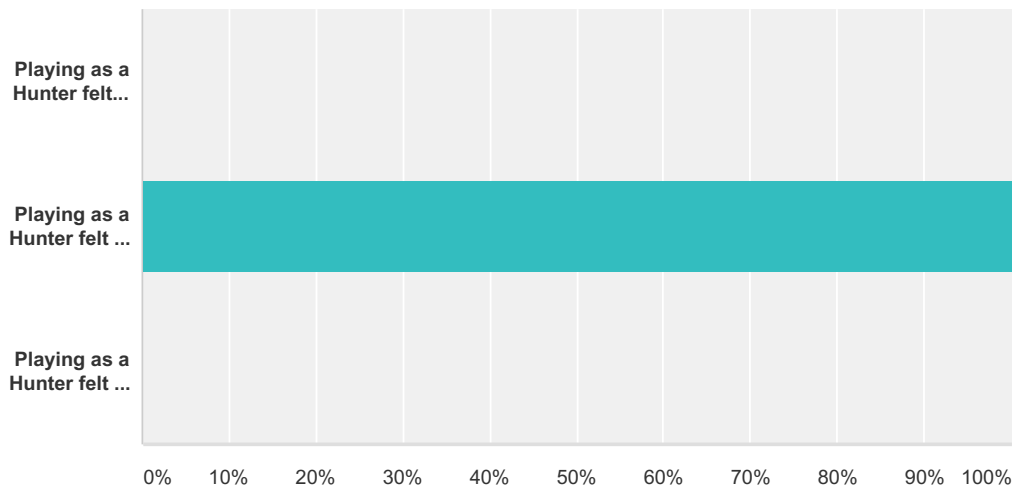


Answer Choices	Responses
Playing as a Scientist felt balanced (neither easy, nor difficult).	40.00% 4
Playing as a Scientist felt too easy (too easy to hide, too easy to evade capture, etc.).	0.00% 0
Playing as a Scientist felt too hard (was found too easily, evading capture is too hard, etc.).	60.00% 6
Total	10

#	(Optional) If you answered option #2 or #3, please elaborate.	Date
1	I think balance is the wrong word here. A conceit of the game is that the scientists will always lose. A majority of the rooms don't allow for hiding at all currently, so I think there is some balancing needed in the environment. (via more hiding places, darker areas and assets to hide around, obviously).	11/14/2014 9:29 PM
2	I chose #3, but I think that's the point, isn't it? This is a game where you have no hope. You WILL die. This is kind of a tough aspect of the game (I mean that in a good way). The fact that it gets twice as hard when the first scientist gets 'Hunted' means that the scientists have to work together in order for the game to feel balanced, or even easy. This prevents scientists from just running around aimlessly.	11/13/2014 8:16 PM
3	Without additional rules on the hunters you died too easily.	11/13/2014 8:11 PM

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

Answered: 10 Skipped: 0

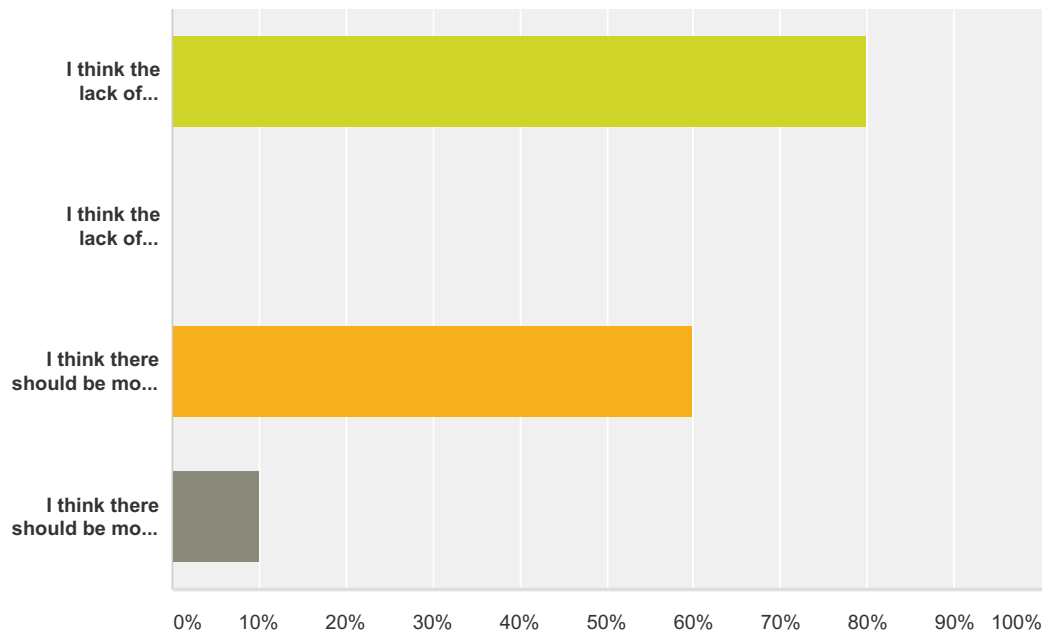


Answer Choices	Responses
Playing as a Hunter felt balanced (neither easy, nor difficult).	0.00% 0
Playing as a Hunter felt too easy (too easy to find Scientists, too easy to capture them, etc.).	100.00% 10
Playing as a Hunter felt too hard (too hard to find Scientists, too hard to capture, etc.).	0.00% 0
Total	10

#	(Optional) If you answered option #2 or #3, please elaborate.	Date
1	Previously discussed points should address this	11/14/2014 9:29 PM
2	It was good once we couldn't sprint. I would like to see slower attack frequency and shorter attack range.	11/13/2014 8:16 PM
3	Before the tweaks Hunter was way too strong, after it felt better but not sure if it was quite right.	11/13/2014 8:16 PM
4	Same as above, hunters overpowered.	11/13/2014 8:11 PM
5	Hunters felt much to overpowered, they should not be allowed to have the same movement/sight capabilities as Scientists. Maybe slower movement/attack or less sight or whatever to make the Hunters a little bit easier to hide from or avoid.	11/13/2014 7:59 PM
6	Needs some minor adjustment.	11/13/2014 7:56 PM

Q10 The Hunted is intentionally built with "minimal design elements" in mind, such as not offering the player any instructions or removing health bars. What are your thoughts on this approach? (You can choose multiple options below.)

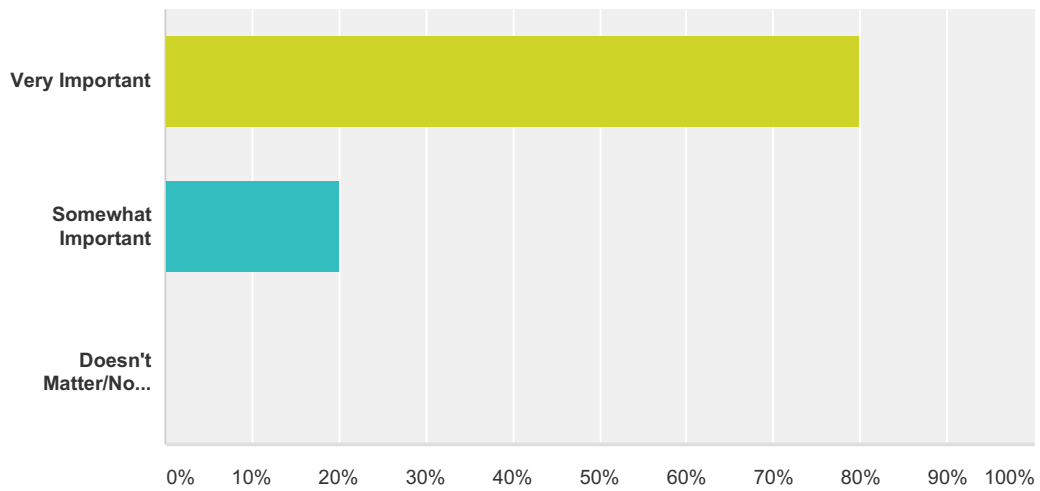
Answered: 10 Skipped: 0



Answer Choices	Responses
I think the lack of instruction makes the game more immersive.	80.00% 8
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).	60.00% 6
I think there should be more cues on-screen to offer instruction (i.e. HUD pop-ups or UI elements).	10.00% 1
Total Respondents: 10	

Q11 The plan is to have Scientists that are attacked by Hunters respawn as a Hunter at the exact location where they were attacked. Currently, however, all players respawn as Hunters in a specific room. How important do you think it is for players to respawn right where they were attacked (versus leaving it as it currently is)?

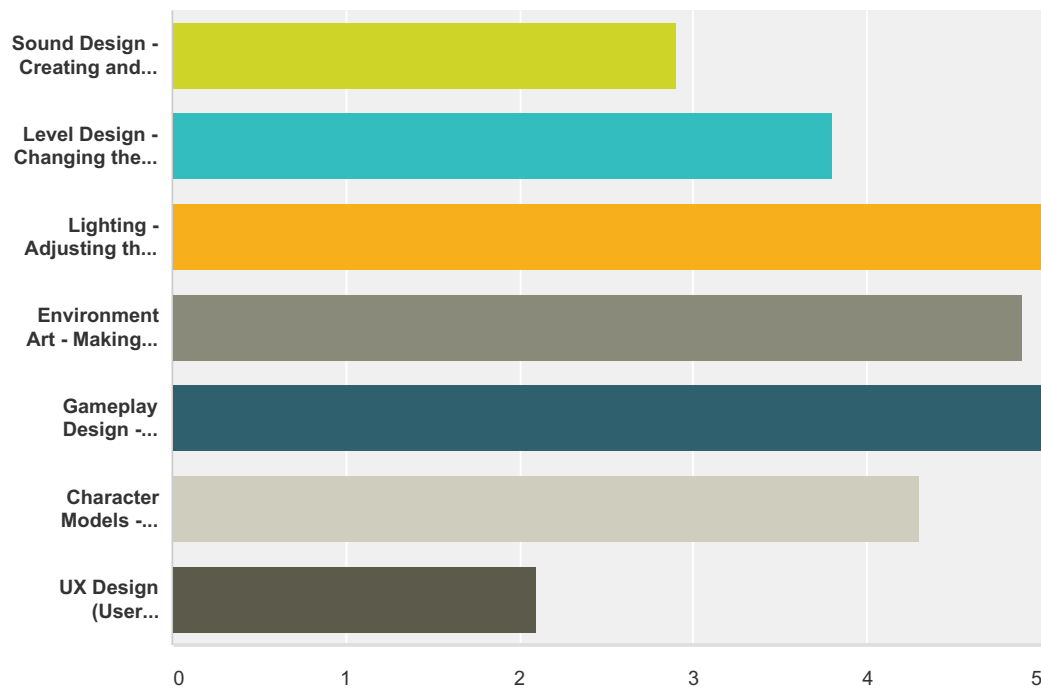
Answered: 10 Skipped: 0



Answer Choices	Responses	Count
Very Important	80.00%	8
Somewhat Important	20.00%	2
Doesn't Matter/No Opinion	0.00%	0
Total		10

Q12 Obviously there are still a lot of elements that are "works-in-progress." We'd like to know which areas you think should be priorities going ahead. 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: 10 Skipped: 0



	1	2	3	4	5	6	7	Total	Average Ranking
Sound Design - Creating and placing audio in the game	0.00% 0	0.00% 0	30.00% 3	0.00% 0	30.00% 3	10.00% 1	30.00% 3	10	2.90
Level Design - Changing the size, scale, and/or layout of the level	20.00% 2	0.00% 0	20.00% 2	10.00% 1	10.00% 1	30.00% 3	10.00% 1	10	3.80
Lighting - Adjusting the lights and lighting conditions of the level	30.00% 3	20.00% 2	10.00% 1	10.00% 1	20.00% 2	10.00% 1	0.00% 0	10	5.00
Environment Art - Making additional props and 3D objects to place in the game (i.e. more things to hide with)	20.00% 2	30.00% 3	10.00% 1	10.00% 1	20.00% 2	10.00% 1	0.00% 0	10	4.90
Gameplay Design - Improving the systems that manage things like player functions (run, walk, jump, attack) or spawning conditions, etc.	10.00% 1	30.00% 3	20.00% 2	30.00% 3	10.00% 1	0.00% 0	0.00% 0	10	5.00

Character Models - Replacing characters with unique models and building working animations for them	20.00% 2	10.00% 1	0.00% 0	40.00% 4	10.00% 1	20.00% 2	0.00% 0	10	4.30
UX Design (User Experience) - Adding more in-game feedback to help guide players better, such as HUD alerts	0.00% 0	10.00% 1	10.00% 1	0.00% 0	0.00% 0	20.00% 2	60.00% 6	10	2.10

Q13 (Optional) In closing, please feel free to offer any additional thoughts, comments, or criticisms regarding The Hunted in the space below.

Answered: 7 Skipped: 3

#	Responses	Date
1	Regarding #10, probably could use a help tip the first few times you play and then have them never show again. L4D and other games seem to go that route.	11/14/2014 9:29 PM
2	It was pretty fun overall, I can't think of too much right now, but I will tell you more in class tmr. Nice job and keep it on!	11/13/2014 8:21 PM
3	-Mike Sampson (Not sure if this is anonymous)- I think this is a great start to the game. I took some notes on my thoughts for possible improvements. I'm not trying to be "The Director", but I am merely comparing it to the live action game that we played. HUD Indicator - Perhaps for hunters when a scientist is sprinting? You know in Counterstrike where there is a red bar that indicates if you've been hit on your side, leg, etc? Maybe implement something like that for when a scientist sprints, except it means Hunters can hear the scientist. Darkness is super important. Maybe scientists have flashlights with limited battery, and hunters can see slightly better in the dark? I would look to the game Outlast for inspiration on lighting. That game literally made me scream more than once. Hunters are attacking a bit too fast. Need to add more things for hiding spots. In particular, the room that had the catwalk had a small staircase. It would be neat if you could hide under it. Way in the future - Maybe add achievements. Longest survivor, most gruesome kill/death, etc. Face animation - Need to portray horror in its rawest form! These aren't critiques that I was expecting to see today. I was just thinking it would be neat to see some of these things as the game progresses. I really think there is huge potential in this game, and the fact that I screamed in fear THIS early in the development phase shows that this is a promising project. Great work so far, and please reach out to me if you need any additional comments or explanation.	11/13/2014 8:16 PM
4	I would like a way to identify you're teammates names. Make it so you have to be within a certain range to see the name pop up ever so slightly. Maybe tie it in with the voice where the closer you get, the louder their voice/more visible their name becomes. And skype may have killed some of the ambiance.	11/13/2014 8:16 PM
5	Cool so far, very reminiscent of the original game. Keep up the good work.	11/13/2014 8:11 PM
6	Seeing it in such a rough state makes me feel like saying improve everything. That being said, sound/environment/lighting are by far the most important things.	11/13/2014 8:03 PM
7	the two big points i had were limit hunters speed, attack speed, attack range, jump... etc too bright, create more dark rooms and corners	11/13/2014 8:03 PM