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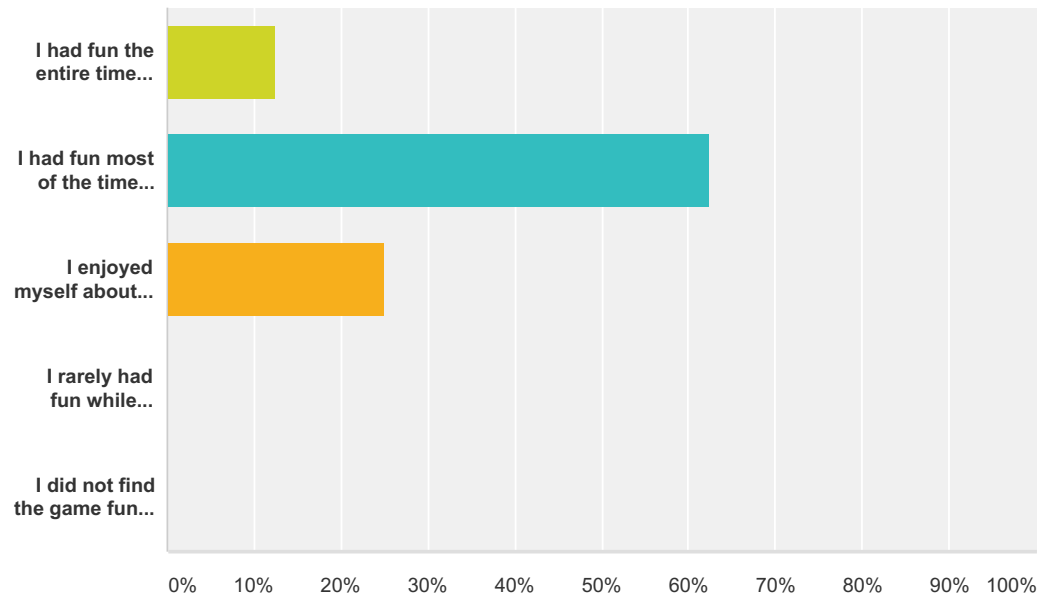 Q1 Before diving into some more specific questions, please rate your overall level of enjoyment while playing The Hunted.

Answered: 8   Skipped: 0

Answer Choices	Responses	
I had fun the entire time while playing the game.	**12.50%**	1
I had fun most of the time while playing the game.	**62.50%**	5
I enjoyed myself about half of the time while playing.	**25.00%**	2
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
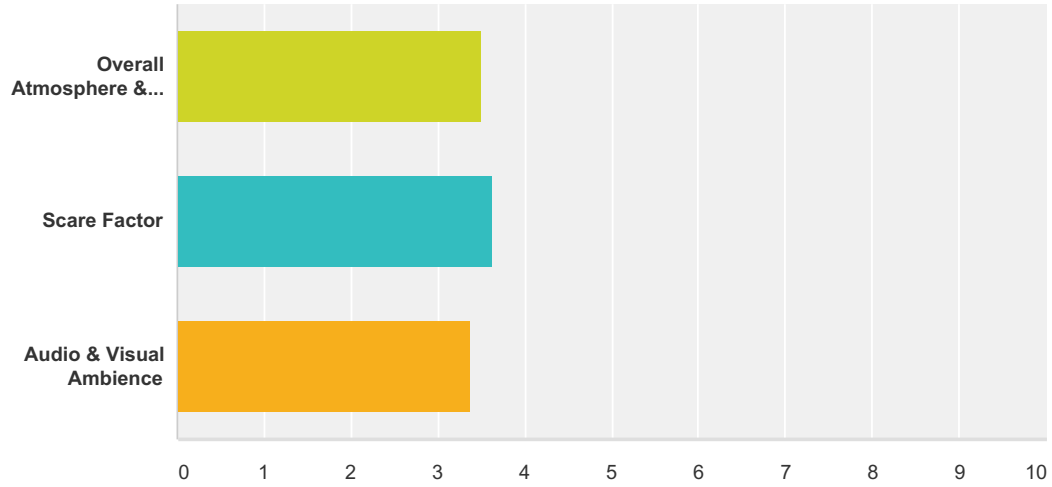
	Terrible	Bad	Okay	Great	Perfect	Total	Weighted Average
Overall Atmosphere & Mood	0.00% 0	0.00% 0	50.00% 4	50.00% 4	0.00% 0	8	3.50
Scare Factor	0.00% 0	0.00% 0	50.00% 4	37.50% 3	12.50% 1	8	3.63
Audio & Visual Ambience	0.00% 0	12.50% 1	37.50% 3	50.00% 4	0.00% 0	8	3.38

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: 8   Skipped: 0
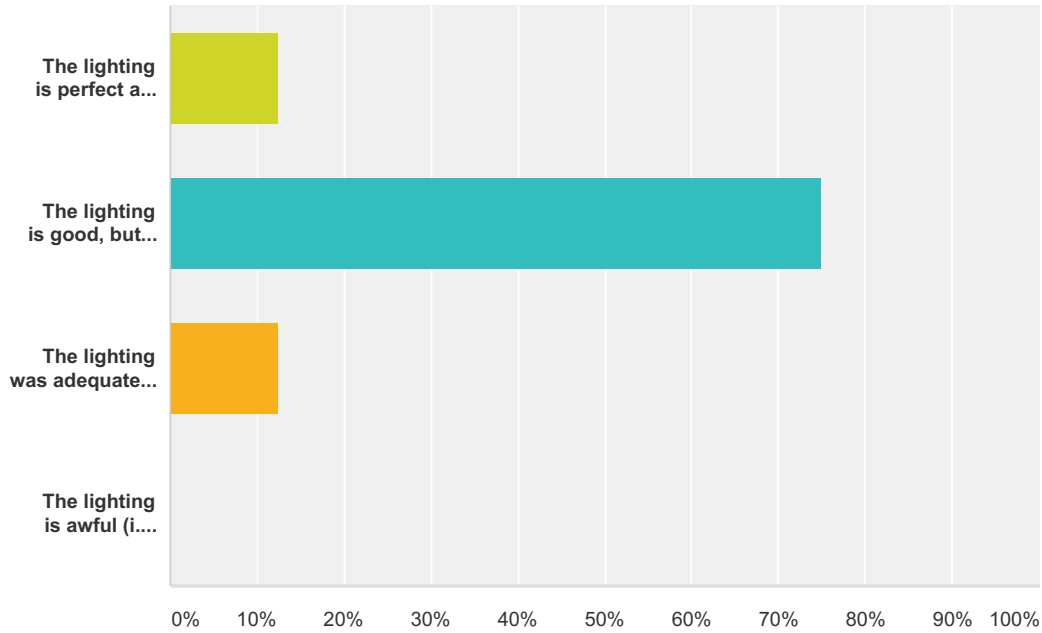
Answer Choices	Responses	
The lighting is perfect as is.	**12.50%**	1
The lighting is good, but could still use some tweaking.	**75.00%**	6
The lighting was adequate (i.e. I could see things), but that's about it.	**12.50%**	1
The lighting is awful (i.e. couldn't really see anything, it was really distracting, etc.).	**0.00%**	0
Total		**8**

#	(Optional) Do you remember any specific areas where the lighting should be imrpoved? Do you have any other thoughts on lighting in general?	Date
1	There are some areas that are technically shrouded in darkness but don't actually allow for hiding because the silhouette is still visible on an adjacent, lit wall. Another pass should be done to make sure shadows are more strategically placed. I'd be interested in seeing a room more accurately replicate the lighting scenario of the original hunted game. Once a bigger room is fully populated with props and hiding places, it would be interesting to test out a pitch black room with a slow strobe.	2/27/2015 9:48 PM
2	I wonder if there is a way where you can make the scientists see better in the dark than the hunters. There is a certain creepiness of you being able to maneuver around in a small room where you can KIND OF see, but the hunter is searching for you and relying more on scent or sound rather than sight, despite the fact that you can see him. I know that this is not an easy thing to recreate, but I'm thinking of Outlast and The Last of Us when I say this.	2/27/2015 8:34 PM
3	There should not be any 100% always shadow areas	2/27/2015 7:50 PM

| 4 | Some muddy lighting in certain areas create unfair advantages. Can be fixed quickly. | 2/27/2015 7:43 PM |

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

Answered: 8   Skipped: 0
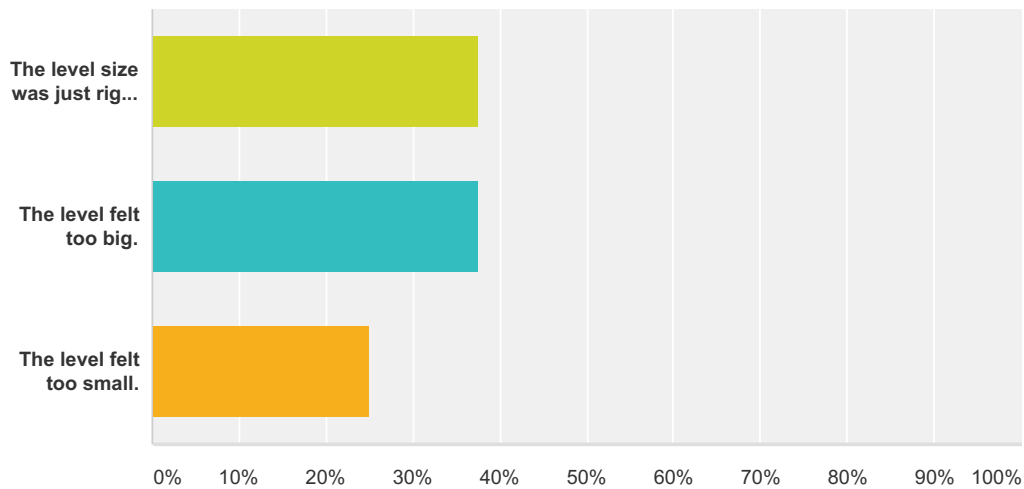
Answer Choices	Responses	
The level size was just right: not too big or too small.	**37.50%**	3
The level felt too big.	**37.50%**	3
The level felt too small.	**25.00%**	2
Total		**8**

#	(Optional) Feel free to offer any additional comments you may have on the level size.	Date
1	Depending on the amount of props you populate, room sizes may need to be adjusted to maintain proper flow	2/27/2015 9:48 PM
2	For something like many hiding spots including vents, I think the size of this level is good, but I wouldn't get much bigger than it already is. The level is a single floor, and I think it should stay that way as long as you're ultimately planning on having small groups play the game at a time.	2/27/2015 8:34 PM
3	Seemed hard sometimes to end the game finding the last scientists with the size of the level.	2/27/2015 7:51 PM
4	The level is not very large, need more places to hide or juke, also need to be more even. I feel like the hunter spawn cuts off part of the level, although that will probably change with new spawn where you die mechanic.	2/27/2015 7:50 PM
5	There were too many large rooms that went nowhere. There should me more rooms of various sizes.	2/27/2015 7:46 PM

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

Answered: 8   Skipped: 0
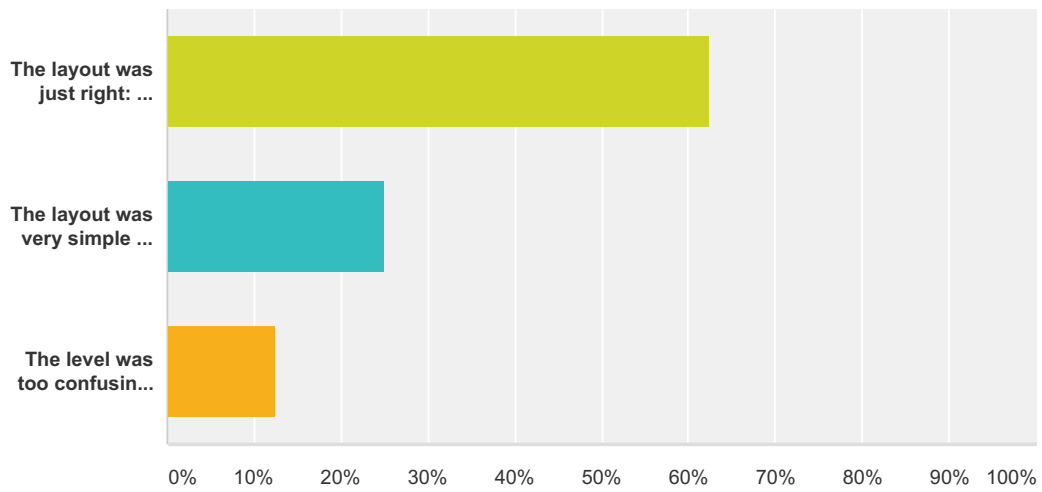
Answer Choices	Responses	
The layout was just right: not too boring or too confusing.	**62.50%**	5
The layout was very simple and boring (too easy to navigate).	**25.00%**	2
The level was too confusing and difficult to navigate.	**12.50%**	1
Total		**8**

#	(Optional) Feel free to offer any additional comments you may have on the level layout.	Date
1	The layout was good. Just one floor and many rooms. The darkness was nice and allowed for good hiding spots, despite the minimal amount of objects present.	2/27/2015 8:34 PM
2	Layout was good, many places to hide and wasn't confusing to get around.	2/27/2015 7:51 PM
3	No idea of the floorplan of the level. After playing it for an hour i still could not tell what room went to what.	2/27/2015 7:46 PM

Q6 There is still a lot of art that hasn't been added to the game yet, but you can see that we've already brought a considerable amount of custom assets into the game. 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
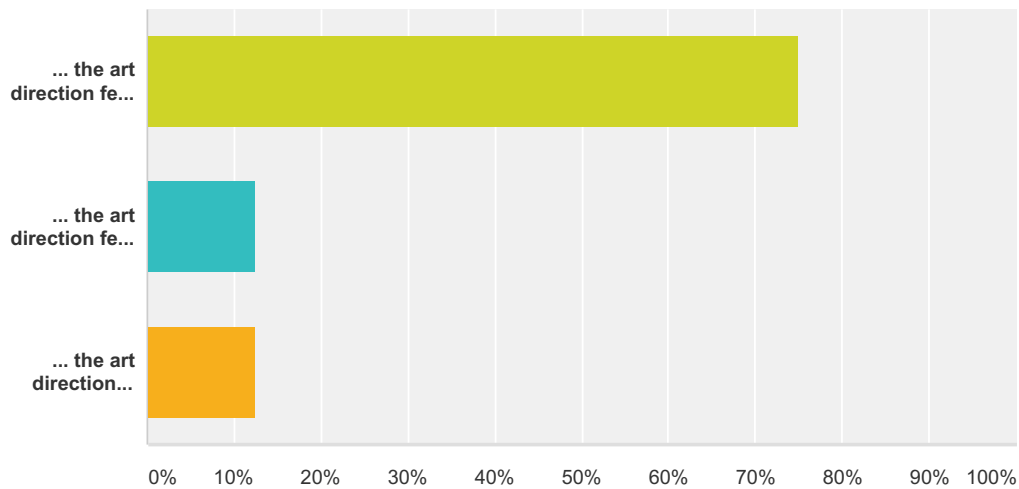
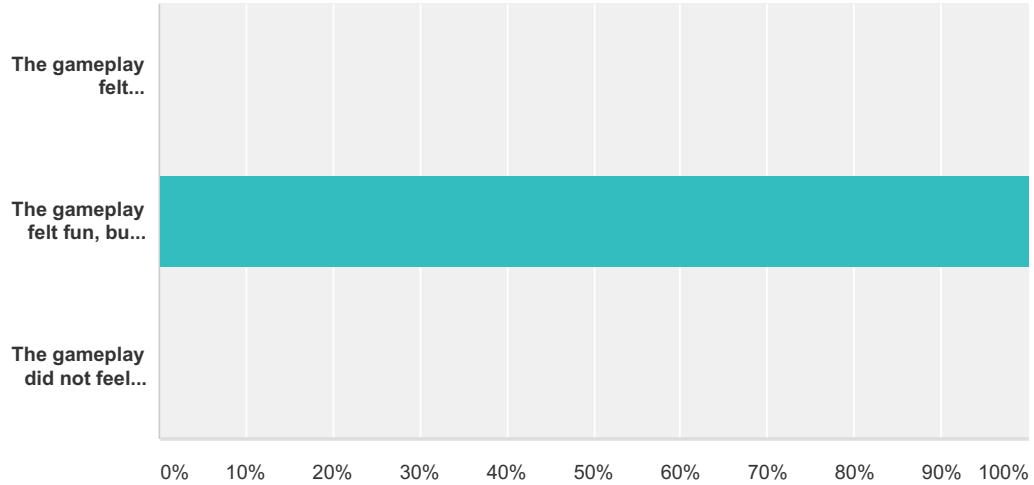| Answer Choices	Responses	
... the art direction feels appropriate throughout the level and fits the style of the game.	**75.00%**	6
... the art direction feels like a better fit in some places than others (please elaborate below).	**12.50%**	1
... the art direction doesn't really fit the style of the game and could use revisiting (please elaborate below).	**12.50%**	1
Total		**8**

#	(Optional) Please feel free to add any additional comments on the art direction of the level here.	Date
1	Digging those snazzy future-pillars in the plant room. I think they need to be dirtied up a bit though? Plant overgrowth?	2/27/2015 9:48 PM
2	The main difference in the art style seemed to be lighting (which was good) and the plants. Although I can appreciate the plants being there, they seemed a little out of place. They looked kind of like plants in a marijuana dispensary. Maybe replace them with test tubes, or.....tubes with organic lifeforms in them. I can't remember the name, but an example can be seen here: http://i.ytimg.com/vi/sx-5ehlyF7w/maxresdefault.jpg	2/27/2015 8:34 PM

| 3 | maybe make the walls a darker shade | 2/27/2015 7:50 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: 8   Skipped: 0

Answer Choices	Responses	
The gameplay felt consistently fun and fulfilling.	**0.00%**	0
The gameplay felt fun, but lacked a certain "something."	**100.00%**	8
The gameplay did not feel very fulfilling.	**0.00%**	0
Total		**8**

#	(Optional) If you answered option #2 or #3, please elaborate.	Date
1	The overall concept of progressively getting overrun with more zombies is solid. I still think there needs to be some incentive for the scientists to keep it fun for them.	2/27/2015 9:48 PM
2	Obviously we're not going to be using crowbars, but I do recall when playing the original Hunted, the infecting phase took several seconds. We literally shook each other. I'd like to see more of that.	2/27/2015 8:34 PM
3	I agree with that if the scientists have another object other than just running away	2/27/2015 7:55 PM
4	Lacked most of the scariness/terror of the original, different but still fun.	2/27/2015 7:51 PM
5	needs more elements of like ways to escape or make the game harder i think, gets repetitive after a few rounds	2/27/2015 7:50 PM

Q8 As a Scientist, what are your thoughts on the gameplay?
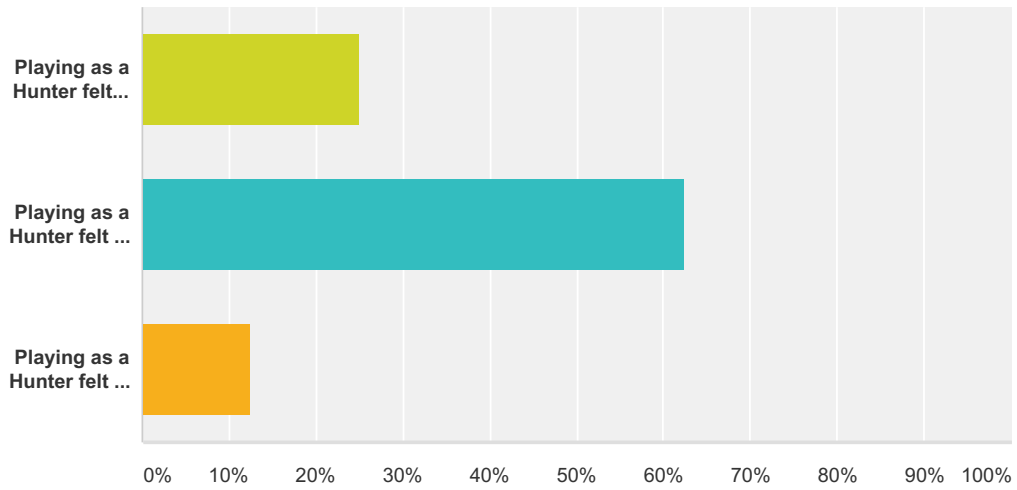
Answered: 8　Skipped: 0
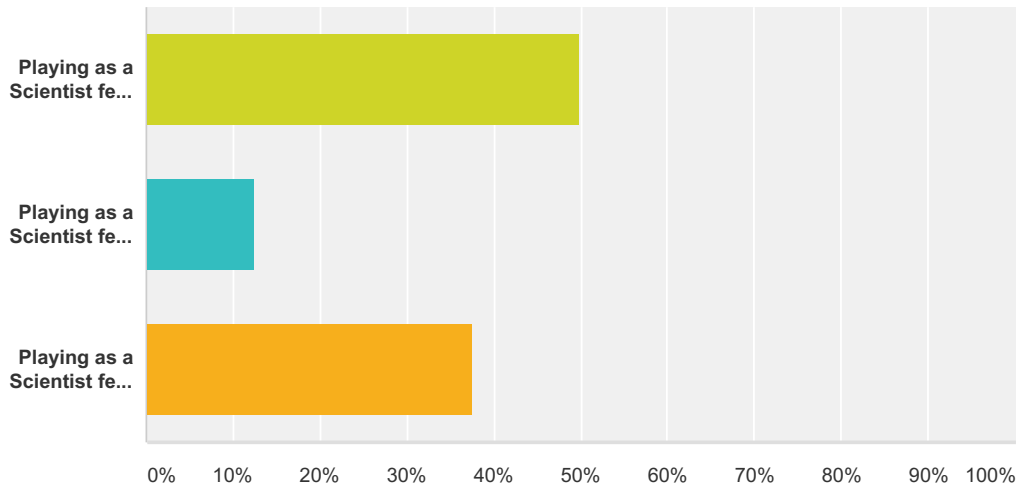
Answer Choices	Responses	
Playing as a Scientist felt balanced (neither easy, nor difficult).	**50.00%**	4
Playing as a Scientist felt too easy (too easy to hide, too easy to evade capture, etc.).	**12.50%**	1
Playing as a Scientist felt too hard (was found too easily, evading capture is too hard, etc.).	**37.50%**	3
Total		**8**

#	(Optional) If you answered option #2 or #3, please elaborate.	Date
1	Tricky one. I think evading capture is pretty hard, but I also think something needs to be done like - if a player is hiding for more than a minute without moving much, hunters are pinged letting them know the general direction someone is hiding in (unless they are within a certain distance) - or go the opposite way and reward the scientist in some way the longer they are hidden.	2/27/2015 9:48 PM
2	The helplessness is nice, but its too easy to hide. There were times when a scientist would be camping/hiding for 5 minutes at a time and the hunters would literally be wandering around aimlessly just looking for him. I can appreciate that to a certain degree, but I really feel like the Science Team needs some sort of objective or at least an incentive to not camp for too long. I heard a suggestion saying that if the Scientists stay still for too long, the Hunters can detect them easier. Tweaking the gameplay of the Science Team won't be easy, but I don't think it should be a "hide and wait" sort of style.	2/27/2015 8:34 PM
3	It seemed that death was inevitable.	2/27/2015 7:46 PM

## 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).	**25.00%**	2
Playing as a Hunter felt too easy (too easy to find Scientists, too easy to capture them, etc.).	**62.50%**	5
Playing as a Hunter felt too hard (too hard to find Scientists, too hard to capture, etc.).	**12.50%**	1
Total		**8**

#	(Optional) If you answered option #2 or #3, please elaborate.	Date
1	loved the improvements to the attack. reduced range is great as is the slowness.	2/27/2015 9:48 PM
2	The game is supposed to be hard at first for the Hunters, and then easier when there are more hunters. This is true until there is 1 or 2 Scientists left. Then they can hide in pitch-black areas and it is extremely hard to find them. It was easy at first, but then became very difficult. I'm not opposed to the Hunter having to work hard to win, but wandering aimlessly to find a Scientist is not the way in my opinion.	2/27/2015 8:34 PM

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
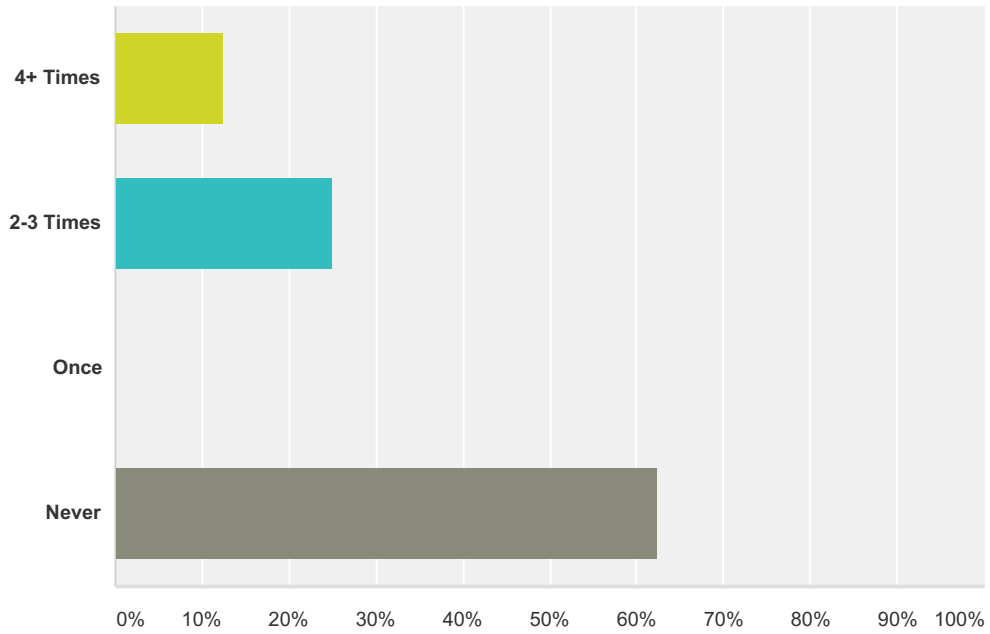
Answer Choices	Responses	
4+ Times	**12.50%**	1
2-3 Times	**25.00%**	2
Once	**0.00%**	0
Never	**62.50%**	5
Total		8

Q11 Per your feedback from the previous test, we made some alterations to the Hunter attack parameters for this current version of the game. Most notably, we reduced the Hunter attack range by half and lowered the "rate of fire" considerably (i.e. how quickly you can use your attack in succession). How are your feelings on these changes?

Answered: 8   Skipped: 0
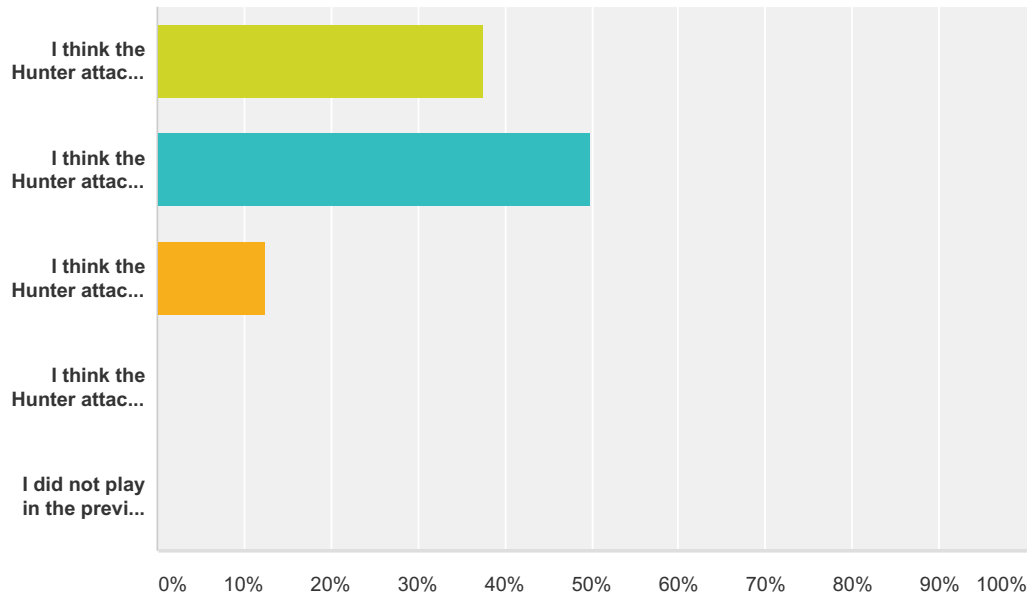
Answer Choices	Responses	
I think the Hunter attack changes improved gameplay since the last test and are great as is.	37.50%	3
I think the Hunter attack changes improved gameplay since the last test, but could be improved even further.	50.00%	4
I think the Hunter attack changes made gameplay worse since the last and should be changed back.	12.50%	1
I think the Hunter attack changes made gameplay worse, but I don't really know how they should be improved.	0.00%	0
I did not play in the previous test and thus have no basis for comparison.	0.00%	0
Total		8

#	(Optional) Please feel free to offer any specific thoughts on the Hunter attack functions here, should you have any.	Date
1	I like the change to the attack speed of the hunter. Definitely shouldn't be able to rapid-fire. Good thinking!	2/27/2015 8:34 PM
2	Much harder to hit scientists now. Even when right on top of the scientists I would still be unable to hit them unless I aimed just so.	2/27/2015 7:51 PM
3	Needs a wider swing on weapons.	2/27/2015 7:43 PM

Q12 In our previous test, we simulated how the game would feel if Hunters weren't allowed to Sprint. In that version of the game, this simulation seemed to improve gameplay quite noticeably. However, because of our iterative design approach, we decided to NOT remove sprinting for Hunters just yet. Based on your experience during this test, how do you feel about Hunters and sprinting now?

Answered: 8   Skipped: 0
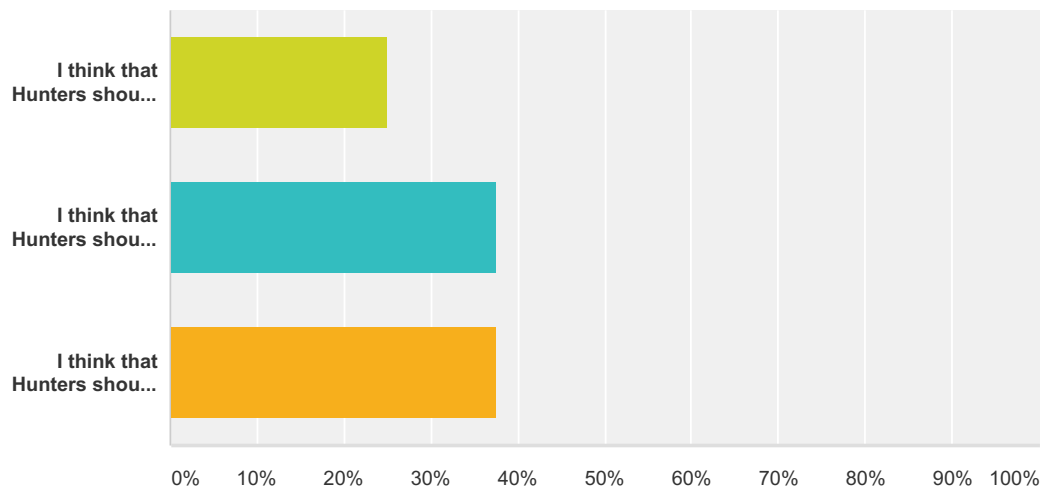
Answer Choices	Responses	
I think that Hunters should keep their ability to Sprint.	**25.00%**	2
I think that Hunters should keep their ability to Sprint, but it should be more limited for Hunters somehow.	**37.50%**	3
I think that Hunters should have their ability to Sprint removed completely.	**37.50%**	3
Total		**8**

#	(Optional) Please feel free to share any specific thoughts on Hunter sprinting here.	Date
1	Couple potential options: - Keep sprint, but drains faster than scientists - No sprint for hunters, scientist sprint doesn't instantly start recharging, three second delay? and if they fully deplete their gauge, slowness penalty for a few seconds	2/27/2015 9:48 PM
2	I think the Hunters should have no sprinting at all. However, I think the Science Team should have a very finite amount of sprinting that takes a long time to recharge. If they deplete their sprinting, there is a penalty that makes them run slower (Perhaps called the Exhaustion Penalty?).	2/27/2015 8:34 PM
3	With more shadows to hide in scientists have an easy time to hide, and would be able to outrun/hide in shadows around the corners in other rooms so it didn't seem to affect whether hunters had sprint or not.	2/27/2015 7:51 PM
4	hunters should have slower movement than scientists	2/27/2015 7:50 PM
5	BUT scientists need increased stamina.	2/27/2015 7:43 PM

Q13 **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
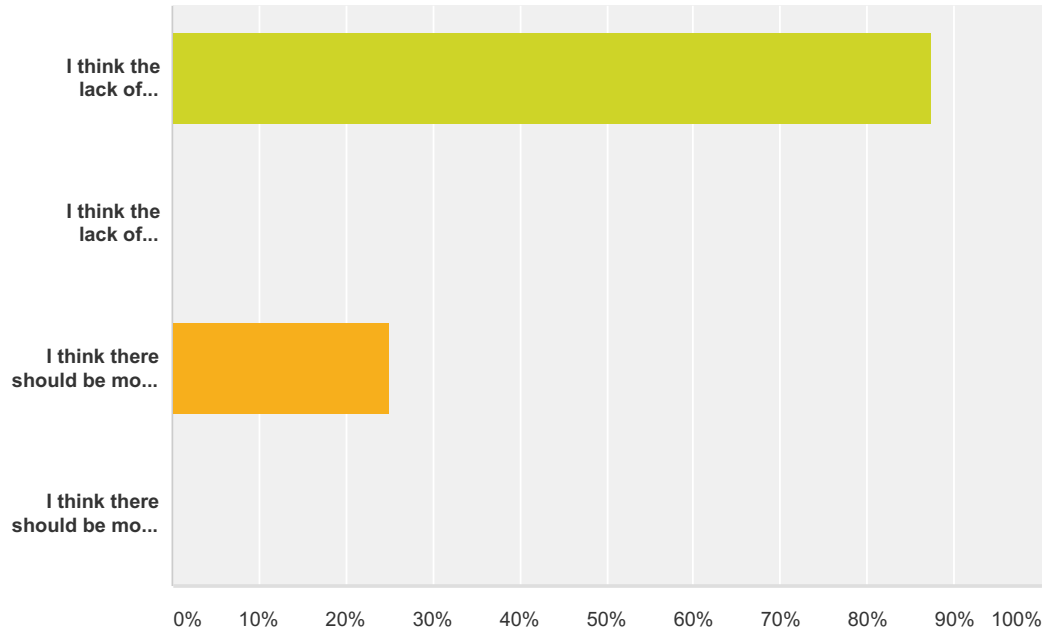
Answer Choices	Responses	
I think the lack of instruction makes the game more immersive.	**87.50%**	7
I think the lack of instruction is frustrating.	**0.00%**	0
I think there should be more cues in the game environment to offer instruction (i.e. alarms or speaker announcements).	**25.00%**	2
I think there should be more cues on-screen to offer instruction (i.e. HUD pop-ups or UI elements).	**0.00%**	0
Total Respondents: 8		

Q14 Obviously there are still a lot of elements in the game that are "works-in-progress." 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
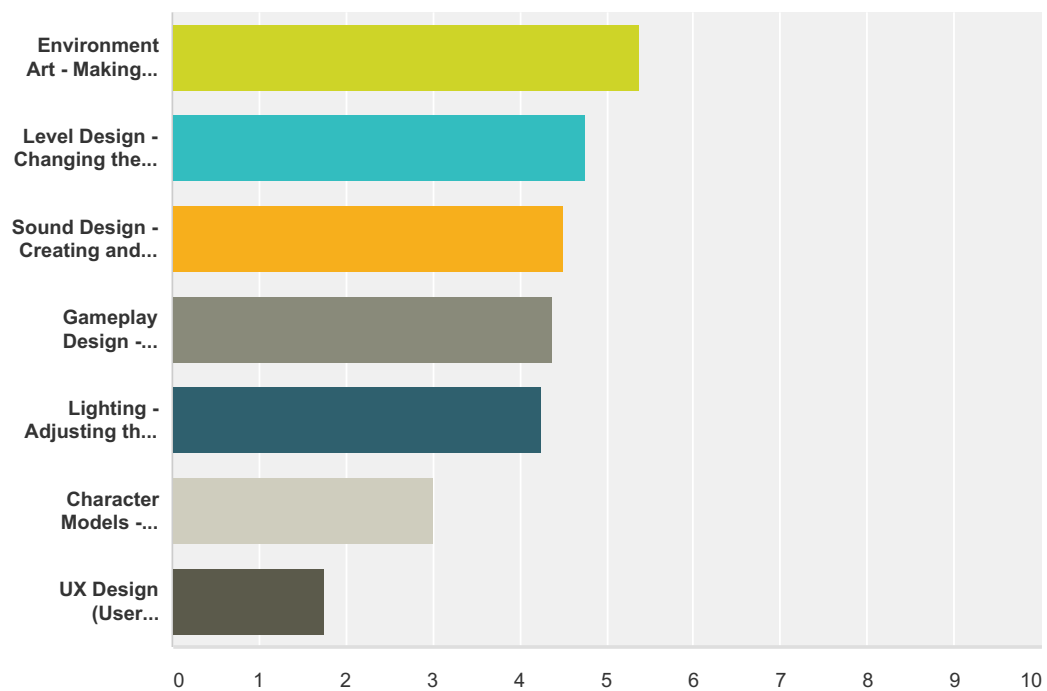
	1	2	3	4	5	6	7	Total	Score
Environment Art - Making additional props and 3D objects to place in the game (i.e. more things to hide with)	25.00% 2	12.50% 1	50.00% 4	0.00% 0	12.50% 1	0.00% 0	0.00% 0	8	5.38
Level Design - Changing the size, scale, and/or layout of the level	12.50% 1	37.50% 3	0.00% 0	25.00% 2	12.50% 1	12.50% 1	0.00% 0	8	4.75
Sound Design - Creating and placing audio in the game	25.00% 2	12.50% 1	12.50% 1	12.50% 1	12.50% 1	25.00% 2	0.00% 0	8	4.50
Gameplay Design - Improving the systems that manage things like player functions (run, walk, jump, attack) or spawning conditions, etc.	25.00% 2	0.00% 0	25.00% 2	12.50% 1	25.00% 2	0.00% 0	12.50% 1	8	4.38
Lighting - Adjusting the lights and lighting conditions of the level	0.00% 0	25.00% 2	12.50% 1	37.50% 3	12.50% 1	12.50% 1	0.00% 0	8	4.25

Character Models - Replacing characters with unique models (versus using the current ones)	**12.50%** 1	**0.00%** 0	**0.00%** 0	**12.50%** 1	**25.00%** 2	**37.50%** 3	**12.50%** 1	8	3.00
UX Design (User Experience) - Adding more in-game feedback to help guide players better, such as HUD alerts	**0.00%** 0	**12.50%** 1	**0.00%** 0	**0.00%** 0	**0.00%** 0	**12.50%** 1	**75.00%** 6	8	1.75

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

Answered: 2   Skipped: 6

#	Responses	Date
1	I'm not sure if the level is big enough or has enough ways of travel where running is a viable option for the scientists. If the scientists are hiding too well, the game becomes boring after a few minutes. Maybe when some of the more atmospheric things are in like sound this will change, as it will get scary when the hunters are near. Timed matches? Some end objective for scientists to keep it interesting? This starts to depart from the original concept and adds a whole slew of new design challenges to solve, so maybe not. Relooking at the map layout, I think you may need to add another room or two, connecting that locked door to the plant room and the cafe. Makes less sense from an architecture and building planning perspective, but provides a lot more maneuverability for scientists which I think is needed. Up those shadowmaps, yo. After you get the spawning where you died stuff working, re purpose the spawn room	2/27/2015 9:48 PM
2	I think you guys are going in a great direction. I ultimately think the Fear Factor will be your greatest ally in this. There needs to be more places to hide and a more immersive environment where you can hide underneath tables, in vents, etc. Right now as a Scientist, I don't feel helpless, and there isn't any incentive for me to not just camp in a dark place. What if the Scientists couldn't hear Hunter's footsteps, but the Hunters could hear the Scientists? I don't know, just thinking out loud. Getting caught is scary, but moving the game along is the hard part as it stands. If you have any questions or would like clarification/want to have a further conversation, this is Mike Sampson. Feel free to speak to me! Great job so far guys!	2/27/2015 8:34 PM