Team RUNDOWN: Digital Prototype Instructions & Survey

Disclaimer: The game is more of a VISUALISATION of concept and gameplay. It is NOT a full working prototype.

Brief introduction

This is an action-rhythm survival game which revolves around a story of the earth dying because of falling trash from space thrown by the people into space. You are the Soul of the earth, you should avoid all falling trash because when you die, earth dies.

Key Instructions

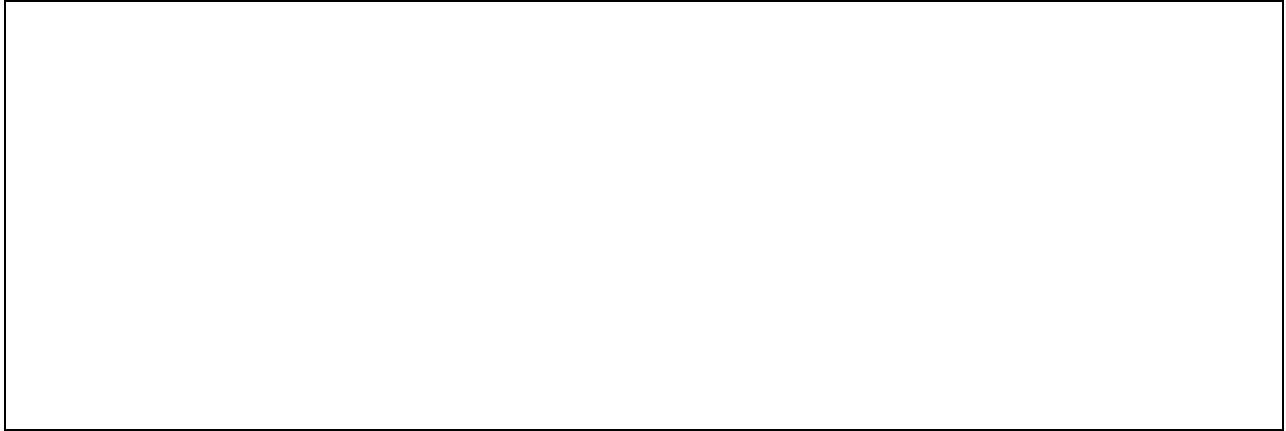| Key	Use
Spacebar	Move forward
Ctrl	Jump on the spot

General Instructions

- The planet in the middle will keep spinning with you on it

- You can move forward by hitting the spacebar (according to rhythm)

- Avoid falling objects or you will lose a life (collision detection not done)

- You have three lives in total (not implemented)

- The duration of the game is defined by the duration of the song (currently no indicator)

- There are scores to display your performance (not implemented)

Objective

Stay alive by avoiding (using rhythm to move around)

Pre-game

Draw an image of what you think the game looks like

What's your impression of the game?

_____

Post-game

Fill in this section only AFTER you played the game.

1. Did you understand what was happening in the game?

   O   Yes   O   No

2. Rate the game?

   Very bad   [1   2   3   4   5   ]   Very good

3. Which part of the game do you like the most?

   _____

4. Which part of the game do you not like at all?

   _____

5. How easy/hard is the game?

   Very easy   [1   2   3   4   5   ]   Very hard

6. What's your impression of the game?

   _____

For the sake of the earth, please do write any <u>comments, concerns, flaws or how to improve</u> the game on anywhere of the page. Thank you for your precious time. Have a nice day!