

Wing Commander Online Survey

Notes/Instructions for the survey

DO allow submissions that haven't completely filled out the survey.

Offer an incentive contingent on filling out the entire survey.

**Survey Purpose (Origin eyes only) - What do people like and dislike about Wing Commander games?
How strong is the Wing Commander franchise in the US and Germany? Feature prioritization.**

Items in brackets <<>> are notations or instructions that shouldn't be included as is in the online survey

Please include an invitation to fill out this survey on all of the following groups, as well as any other WC newsgroups that you know about.

Wing Commander Online Survey

What country are you from?

U.S.

U.K.

Germany

Other

Have you played any Wing Commander games?

Yes

No

If yes, which of the following have you played? (Check yes or no)

<<Ex. __yes, I have played it __no, I haven't played it>>

Wing Commander I

Wing Commander II

Wing Commander III

Wing Commander IV

Wing Commander: The Kilrathi Saga

Privateer 1 — *Righteous Fire*

Wing Academy

Wing Armada

Secret Missions 1

Secret Missions 2

Special Ops 1

Special Ops 2

Super Wing Commander

Privateer 2

What gameplay features would you like to see in your next Wing Commander game? Please rate the following features by degree of importance.

<<Very Low Low Neutral High Very High>>

Story quality

Character quality

Mission Design

Gameplay Graphics

Ship design & functionality

Variety of ships to fly

Weapon design (functionality)

Resource management (e.g. trading for supplies, weapons)

High frame rate during space combat

Complex missions
Easy missions
More Live action video
Less Live action video
More Computer generated movies
Less Computer generated movies
More Ground missions
Less Ground missions
More Spaceflight
Less Spaceflight
More player independence to choose ships
Movie interactivity
More Capital Ships in combat
Flight simulator/trainer
Virtual Heads Up Display (HUD)
Cockpit art
Virtual (panning) Cockpit
Configurable interface
Difficulty levels
Dynamic Lighting

What modes of play are important to include in your next Wing Commander game? Please rate the following features by degree of importance.

<<Very Low Low Neutral High Very High>>

LAN (network) multiplayer support
Modem multiplayer support
Internet multiplayer support
Space flight combat
Interactive movie elements
Mission creator/editor
Adventure/Puzzle elements
Character development/Role-playing
1st person (Doom-style) action
Cooperative multiplayer support
Single player option

What technology features would you like to see in your next Wing Commander game? Please rate the following features by degree of importance.

<<Very Low Low Neutral High Very High>>

Video production values
Computer graphics production values
DVD
P6 support
MMX Support
Surround Sound
Force-feedback joystick
Virtual headset support
3D graphics card support
MIDI card support

Which joystick do you prefer to use? (Check one)

Thrustmaster Top Gun (FCS) / Logitech Wingman Extreme
Thrustmaster F-16 FLCS
Thrustmaster F-22 (Pro FLCS)

Thrustmaster X-Fighter<<need to list all types>>
Logitech Wingman Assassin
CH Flightstick
CH Flightstick Pro
CH F-16
Any Gamepad
Gravis
Microsoft Sidewinder
Other

How would you rate Wing Commander I on the following features? Check N/A if you haven't played it.

<<Poor Fair Neutral Good Excellent>>

N/A

Spaceflight engine

Cut scenes

Mission design

Replay Value

Graphics

Story

Overall satisfaction

How would you rate Wing Commander II on the following features? Check N/A if you haven't played it.

<<Poor Fair Neutral Good Excellent>>

N/A

Spaceflight engine

Cut scenes

Mission design

Replay Value

Graphics

Story

Overall satisfaction

How would you rate Wing Commander III on the following features? Check N/A if you haven't played it.

<<Poor Fair Neutral Good Excellent>>

N/A

Spaceflight engine

Cut scenes (movies)

Mission design

Replay Value

Graphics

Story

Overall satisfaction

How would you rate Wing Commander IV on the following features? Check N/A if you haven't played it.

<<Poor Fair Neutral Good Excellent>>

N/A

Spaceflight engine

Cut scenes (movies)

Mission design

Replay Value

Graphics

Story

Overall satisfaction

What is the maximum you would pay for your next Wing Commander game? (Check only one)

Not more than \$30

Not more than \$40

Not more than \$50

Not more than \$60

Not more than \$70

Not more than \$80

Is there anything we haven't mentioned that you'd like to see included in the next Wing Commander project?

Would you like to participate in a live online focus group on Wing Commander?

Yes

No

If yes, please give us your e-mail address and you may be contacted to participate. Responding does not guarantee that you will be able to participate. Participants will be taken at random.