

The game must be enjoyable for the user	Fit Criteria: Create an enjoyment survey and give it to a number of new players		
Participant	On a scale from 1 to 10, how difficult did you find the game?	On a scale from 1 to 10, how fun did you find the game?	Would you want to play the game again?
1	6	7	Yes
2	8	5	Yes
3	7	8	No
4	4	6	No
5	6	7	Yes

A game session should last a reasonable amount of time	Assumption: The player is not very experienced with this game Fit Criteria: Time new player's game time and confirm it does not exceed 30 minutes or fall under 5 minutes (assuming they don't fail)	
Participant	Time taken (Minutes:Seconds)	Effective length of time
1	4:20	No
2	3:11	No
3	3:34	No
4	6:14	Yes
5	5:02	Yes

Game must be intuitive to use	Assumption: The player does not play games frequently Fit Criteria: When observing, record any situations where the user accidentally does the wrong action or is confused
Participant	Any observed confusion
1	Some confusion to start with in sailing mode.
2	Found sailing mode difficult to understand. Didn't know the result of actions taken.
3	
4	Took some time to understand mana in battle mode.
5	

