

User Evaluation Responses



Cohort 3 Group 6 - Carbon Goose

Members: Bailey Horsley, Owen Jones, Rory Ingram, Ken Jacob, Abishek Kingslin Raj, Louis Polwarth, Adam Johnson

User 1:

<u>Question</u>	<u>Response</u>	<u>Severity (1-5)</u>
How easy was it to understand the game's mechanics and objectives without instructions or a tutorial?	Making money is difficult not explained Quality of buildings not explained Lots going on in 5 mins However playing a second time understood perfectly just took a test run	2
Was the UI clear in helping you understand what was happening during gameplay?	Reasonably clear What events do is unclear	2
Did you find it too easy, too hard, or balanced to achieve a high satisfaction score or top leaderboard rank?	Difficult to understand at first how to improve satisfaction. If played again would understand	2
Did the events and achievements feel meaningful and/or relevant?	Didn't understand events at all Achievement should be more clear what you get	4
Did you notice any bugs or unexpected behavior while playing?	No	N/A
Was there any aspect of the game that you felt was missing or incomplete?	Events felt incomplete	4
If you could adjust one thing about the game, what would it be and why?	Explaining what happens when an event occurs as not clear	3
Were there any other problems/discrepancies you discovered that have not already been discussed?	-	N/A

User 2:

<u>Question</u>	<u>Response</u>	<u>Severity (1-5)</u>
How easy was it to understand the game's mechanics and objectives without instructions or a tutorial?	The main aim of the game was unclear e.g. how the scoring works. But the money aspect of the game was understood quite easily	2
Was the UI clear in helping you understand what was happening during gameplay?	For most parts yes, however the achievements were potentially missed if you weren't paying attention to the top of the screen	2
Did you find it too easy, too hard, or balanced to achieve a high satisfaction score or top leaderboard rank?	I'd say fairly balanced, I think I could've done better with more practice but overall I thought it was okay.	N/A
Did the events and achievements feel meaningful and/or relevant?	To be fair I missed most of the events and even when I caught some of them I wasn't exactly sure what to do.	4
Did you notice any bugs or unexpected behavior while playing?	No	N/A
Was there any aspect of the game that you felt was missing or incomplete?	I wasn't able to cancel an option once I'd clicked on it, it would be good if you were able to change your mind without selecting another option	1
If you could adjust one thing about the game, what would it be and why?	Clarity on events	3
Were there any other problems/discrepancies you discovered that have not already been discussed?	No	N/A

User 3:

<u>Question</u>	<u>Response</u>	<u>Severity (1-5)</u>
How easy was it to understand the game's mechanics and objectives without instructions or a tutorial?	I wasn't sure how my actions affected the scoring. Managing money was intuitive after a few tries, but I didn't know what to prioritise.	3
Was the UI clear in helping you understand what was happening during gameplay?	It was decent but events needed more clarity	2
Did you find it too easy, too hard, or balanced to achieve a high satisfaction score or top leaderboard rank?	It was hard to figure out how to increase satisfaction, but once I understood the system I improved a lot	2
Did the events and achievements feel meaningful and/or relevant?	I noticed some events but wasn't sure what their outcomes were	3
Did you notice any bugs or unexpected behavior while playing?	No	N/A
Was there any aspect of the game that you felt was missing or incomplete?	There could be more explanation on how to achieve higher satisfaction scores	2
If you could adjust one thing about the game, what would it be and why?	Clarity on events and scoring	3
Were there any other problems/discrepancies you discovered that have not already been discussed?	No	N/A

User 4:

<u>Question</u>	<u>Response</u>	<u>Severity (1-5)</u>
How easy was it to understand the game's mechanics and objectives without instructions or a tutorial?	Placing buildings was intuitive and how to make money was clear. First time around was confused as to how to increase the satisfaction as the quality of buildings was not clearly explained. Did eventually understand.	2
Was the UI clear in helping you understand what was happening during gameplay?	Yes most of the time. Would've made the achievement popup more noticeable. Also unclear what the achievements add as its just a "+100"	2
Did you find it too easy, too hard, or balanced to achieve a high satisfaction score or top leaderboard rank?	Difficult initially but once the game was fully understood could increase satisfaction.	2
Did the events and achievements feel meaningful and/or relevant?	Didn't understand the impact that events were having on the game. Could see they were positive and negative due to the colour	3
Did you notice any bugs or unexpected behavior while playing?	No	N/A
Was there any aspect of the game that you felt was missing or incomplete?	Events could be more clear as to what they do but no not really	3
If you could adjust one thing about the game, what would it be and why?	Make money a bit easier to obtain, perhaps start off with more. As it promotes one play style to win of lots of accommodation buildings	1
Were there any other problems/discrepancies you discovered that have not already been discussed?	Would be good if the possible achievements could be seen whilst playing, so could have a goal to aim for.	2

User 5:

<u>Question</u>	<u>Response</u>	<u>Severity (1-5)</u>
How easy was it to understand the game's mechanics and objectives without instructions or a tutorial?	The game was very intuitive with very clear indicators of how to operate all aspects	1
Was the UI clear in helping you understand what was happening during gameplay?	The UI was very helpful in instructing me what was happening as I was playing.	1
Did you find it too easy, too hard, or balanced to achieve a high satisfaction score or top leaderboard rank?	The satisfaction score seemed quite difficult to increase, although I only placed around 20-30 buildings which may have caused this.	2
Did the events and achievements feel meaningful and/or relevant?	The events seemed to have little effect on gameplay, if they did it wasn't clearly indicated (maybe a pop-up)	2
Did you notice any bugs or unexpected behavior while playing?	There were no bugs or errors while playing, very clean gameplay.	1
Was there any aspect of the game that you felt was missing or incomplete?	No aspect of the game felt missing or incomplete.	1
If you could adjust one thing about the game, what would it be and why?	I would add an option to move the building counter in the top left portion of the screen, as it covers some of the map if playing on half the screen.	2
Were there any other problems/discrepancies you discovered that have not already been discussed?	No	1