HCC Prototype -Thinking Aloud

FIRST COMMENTS:

Users were told beforehand that in Normal mode you would control the human by pressing buttons which performed user-defined functions.

Users were also told beforehand that in Challenge Mode, the Robot would run automatically.

User 1 had previously tested our game.

User 2 was brand new.

TASKS:

* + - * + **Start the game (Normal mode)**

User 1:

No issues

User 2:

No issues

* + - * + **‘Build’ three functions ( Human )**

User 1:

Remembered how to build the functions, and had no problem.

User 2:

When presented with the dialogue box, briefly wanted to click on ‘Play’ to exit the dialogue

Quickly realized he should just click on the dialogue box itself, instead

Somewhat confused about when clicking the ‘New’ button would be needed

We could clear this up by building another screen that demonstrates exactly where the saved functions go, and whether or not that frees up the text box to write a new function

Wondered what would happen if he half-wrote a function, didn’t click save, and then clicked on a previously saved function. Would he be able to recover his work at that point?

* + - * + **‘Play’ the game (human)**

User 1:

No issues

User 2:

No issues

* + - * + **Change a function after game started**

User 1:

No issues

User 2:

No issues changing the function, but looked for a resume button, because he didn’t want to lose his place in the level.

* + - * + **Lower Volume**

User 1:

No issues

User 2:

No issues

* + - * + **Return to Main Menu**

User 1:

No issues

User 2:

No issues

* + - * + **Start the Game (Challenge)**

User 1:

No issues

User 2:

No issues

* + - * + **‘Build’ functions (Robot)**

User 1:

Quickly learned what the 3 buttons did, and assumed that the items under ‘Functions’ would be hold-overs from Normal Mode

Typed all functions in the same window

Still nervous about lack of a ‘save’ button, even with earlier dialogue saying the code automatically saved

When finished writing functions, clicked Start with no issues

Pointed out that our designs with the drop down menus showing had the wrong minimap on top

User 2:

Was unsure what the buttons did based solely on their names, but knew to click on them to get more information.

Was very unclear about where the functions listed in the Functions dropdown menu originated from

Thought that there would be a screen similar to the Normal Game function building screen where you could build those functions

Understood that the code would execute line-by-line, and had no issue with theoretical placement of code

Clicked Start with no problems

* + - * + **‘Play’ the game (Robot)**

User 1:

No issues

User 2:

No issues

* + - * + **Retry (Robot)**

User 1:

Clicked on Function Building button with no issues

User 2:

Was totally unsure what to do at first

He felt that the name ‘Function Building’ specifically refered to the type of Function Building screen that he encountered in the Normal Mode

Thought that the screen for Challenge Mode should have a different designation, because it was more about putting different functions together than it was about actually creating the functions themselves

After explaining his confusion, he clicked on the Function Building button, since it was the only button on the screen

* + - * + **Change Robot Speed**

User 1:

Forgot where Robot Speed was, but guessed that it might be in options

User 2:

Not at all intuitive that there would even be an option to change the speed of the robot

Thought that he could alter the Robot’s speed in the Function Building screen somehow, and was very confused after that notion was dispelled

Eventually went to the options page, but not without some prompting

FINAL COMMENTS:

Again, a few issues which could be fixed with just the tutuorial.

However, there are still some major problems with the Challenge Mode’s Function Screen. I think that in our attempt to distinguish it from Normal Mode, we changed the method of constructing functions so different that it is confusing people.