

Usability Testing

Testing Goals

1. Gain insights for potential users
2. See if users' expectations are met
3. Find out if the design is on track
4. Get users' feedback

Scenario

- Choose difficulty

Task

- Click hard button for a more challenging game

Scenario

- Read rules

Task

Click overlay to enter game. Rules are fixed to page

Scenario

- Responsive beeps

Task

- Click start to play