

Comp140 Usability Analysis

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1 Game controller and Evaluation

The game controller was a minimalist design because the controls for the game were fairly simple. It featured directional buttons, and a trigger button at the end which made the player attack. The controller went through a few iterations before coming to it's final design. The initial design was made out of playdough and had a lot of issues due to the playdough being conductive. For the second sprint the controller was re-designed out of cardboard and paper, with electrical paint for the directional arrows, and playdough for the trigger button.

2 Recommended improvements

Improvement one: a more ergonomic design

Improvement two: Another button was needed for the block mechanic.

3 Conclusion

References