

# User Testing - Escape the Undead VR

## User Test 1:

I did this user test right after I was done with all the major pieces of the game play. The intention was to see if the entire experience flows and makes sense.

The tester was my colleague Noemi. She is interested in the VR space, but does not own a headset, and does not have a lot of experiences.

The game begins with a very basic start scene, with no explanation, just the Game Title and "Start text". After that, the experience begins.

Noemi pointed out that she wouldn't even know it's a room escape game if I hadn't told her.

I implemented a canvas that follows the headset movement to make sure the user never has to look for it. Noemi thinks it's cool and brings a sense of dimension. She also liked the pixel font and the flashing "Press Start button" text, as it reminded her of her childhood.

When entering the gameplay, Noemi had no problem figuring out that she had to collect at least one key to exit the door, which is very visible, but she didn't know how many keys she had to collect.

We found a glitch in where she could teleport inside the walls, so I made a note to fix it later.

## Things to Change upon Feedbacks:

- Put more context at the beginning of the game.
- Fix the wall teleport glitch
- Make some kind of animation to tell the user that he/she's going in the right direction
- Set a text to advert the user that he/she can get out once all the keys are collected

## Things to Consider and Change in the Future

- Maybe add an intro story scene to tell more about the family
- Add an explanation on how the game functions
- Add some controller labels to make It easier for newbie players

## User Test 2:

I did this user test after fixing most of the bugs from the first user test. I didn't have time to add a story context. The goal is to see if the fixes work and if the user flow is now good.

The tester is my friend Amparo. She had no previous experiences in VR, but I had her run through Steam's VR games prior to the test (for example, Paranormal Activity).

She finds the start scene to be quiet and not scary, with a relaxing but eerie music. Judging from the skybox, she thought that it was a classic horror game.

She clicked the start button with no problem and began the game scene.

When she started the game, she had some trouble with knowing how to properly use the teleport area until I pointed out that it only worked when sending the ray into the floor. After that, she started walking without a problem, and no more teleport glitches were found.

When trying to pick a key that I placed underneath some bricks, she accidentally collapsed all the bricks wall into the floor and the key was hard to locate, having to spend too much time there.

She found a glitch in where, when picking the wooden train toy, it stuck to the controller and wouldn't come off. Another glitch I noticed is that one of the keys fell on to the floor, the collider was not working correctly and she couldn't pick it up.

She also pointed that even if there are several undead creatures, they didn't surprise her so she didn't have a sense of fear.

### Things to Change upon Feedbacks:

- Move the key that's in the wall of bricks into a more secure position
- Fix the key glitch
- Add some zombie noises before the player can see the first undead creature so it surprises him/her

### Things to Consider and Change in the Future

- Maybe add a walking around tutorial to learn how to use teleport
- Though the grabbing glitch never happened again and I consider it to be accidental, make a bit of research in what could have happened there