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| Groep 5 |
| Improvements |
| A closer look at the usability test |
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| **Jong, Frank de (student)** |
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# Context

The usability test was executed at 12-02-2016; this was first done by the development team. Here we looked for obvious faults in the game in terms of strategy or balance. After this another group of four people played the game with the faults mended. This was the more meaningful test.

# Findings

We found that the starting money needs to be raised from 200 to 400. This is to give every player a chance to purchase property. In the game played by the development team we noticed that the two players that went first were able to buy everything before the other players had a chance. This was because they landed on already owned tiles and were then unable to buy their own property. In the next game we noticed that this wasn’t a big problem.

The next change will be that the money from moving past start will be increased to 200 from 100. In the first and second game we noticed that it was hard for people to stay alive and buy property fast. We combatted this with raising the money for going past start. This change will hopefully give people a better chance to stay alive in the game.

The next and final change will be that the start bonus will have to apply in every circle not just the outer one. This is because players would go into a inner more circle, buy one property and then get stuck in the circle. This caused them to either just wander around in the circle or move outside to more dangerous territory. This made moving to the inner circles practically worthless. Hopefully this change will combat this.

# Improvements

- Increase starting money from 200 to 400  
- Increase money from start from 100 to 200  
- Apply move past start bonus in all circles.