

Music Box User Testing V2

3 responses

Are all the sounds believable? List specifics.

3 responses

Yes. Clock, footsteps and cars believable.

Yes, All.

Yes. Door sound that confirms is good.

Do the sounds give you a sense of direction? List specifics.

3 responses

No. Clock not specific enough.

Could find clock but, could only tell roughly where you are. Can tell whether you're at the back or the front of the house. Don't know where the doors are or where you are on the wall.

Yes the attenuation on the traffic is very good. The clock is difficult to pinpoint.

What did you find easy to work out?

3 responses

The door explained the flow of the game well because it opened another area.

Front area, inside with the carpet and floorboards.

Spatialisation outside the house.

What did you find difficult?

3 responses

Finding the clock. Not knowing the position of the player in terms of whether the player is next to a wall.

Getting lost upstairs because there is no stair sounds. Bathroom is really loud when downstairs.

Finding the clock.

What information, aural or visual, do you still need to be able to progress into the game? List specifics.

3 responses

On-screen instructions for the task. i.e. "Go into the living room". This gives the player an objective.

Hint system so you have a brief flash of where the Player is. Checklist for the items to hit.

Have a negative feedback noise for when the player doesn't click on the next correct task.

Any other comments?

3 responses

Increase the activation size for objects.

Introduction/read me or guide would be vital to improve and understand the gameplay.

None.

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