

The Music Box User Testing V1

First iteration of using testing for the Music Box V1 by Benjamin Jones UP818988

This iteration has the game world completed, a few sounds missing and the player isn't currently blindfolded.

Answer as much or as little as you want, preferably giving feedback for each question about the game.

1. To what extent were the sounds in the game world believable?


2. To what extent did the sounds explain exactly what was happening within the game world?

3. Were there any sounds that you expected to hear but didn't? List them and explain.

4. Is there any additional functionality that the sounds should have? List them and explain.

5. Was there a believable sense of distance between the sound sources and the player? List them and explain.

6. Any other comments?

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