

# The Music Box User Testing V1

3 responses

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

3 responses

All sounds were believable except the door and bath tub plug

It was easy to understand what everything was supposed to be.

Yes

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

3 responses

Fairly well, effective use of diegesis

It was easy to understand where you were in the game world. was confusing with the bath I thought i done something wrong .

The obvious sounds were very believable, some of the synthesised sounds were a bit confusing

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

3 responses

Footsteps on different textures, TV sound

TV, clock from further away.

not necessarily sounds, but attenuation could be used

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

3 responses

Bathtub filter in the living room, filter on clock as amplitude is constant

Audio to explain when the player has completed at task correctly.

see above, possibly some variation in the footsteps

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

3 responses

Yes, the distance from the traffic outside and clock were accurate

The bath was too loud.

yes, the traffic to start works very well

Any other comments?

3 responses

None

Have audio cues for when doing a task in the wrong order as well as one when completing a task correctly. Maybe have it so the player has to do it in the right order or they get reset?

eee

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