User Testing Form Feedback response:

All user testing was done with alongside the user who would play the game until finished in its current state. No leading was done unless the user was obviously stuck for a few minutes or more.

First Iteration, The Music Box V1: 17th April 2019

Brief description of version: The game had all but some appropriate sounds, there was no blind fold on the player, severe lack of functionality for completing tasks.

* All of the users agreed that most of the sounds were believable. The two sounds that stood out as incorrect were the front door opening and pulling the plug out of the bath.
* User three got stuck on going to the back door when clicking the clock, some guidance was given.
* All users were told when they had completed the game because there is no obvious finished state currently.
* Two users specifically stated that the traffic sounds were accurate and believable.

To do:

* Add TV Sounds.
* Add different footstep sounds depending on material/textures.
* Fix audio glitching on front door and pulling plug.
* Add task completion sound or jingles.
* Add pitch randomisation in Wwise for all footsteps.
* Sort out bath taps sounds. Need to work out how to add occlusion so the player can hear that the bath is upstairs.
* Add sounds for stairs.
* Add sounds for when the player is brushing up against a wall or door (communication of when there is a door).

23rd April 2019

Brief Description of Version: Most sounds had been implemented, blindfold is now on for the Player. Almost complete functionality for completing tasks.

* Again, all users agreed that the sounds were believable. One user stated that the sound to progress the game (The non-diegetic sound after the front door) worked well to confirm that the player is progressing.
* The front area was well received because it pushed the player to open the front door. When the game loses linearity is where the issues come.
* All users found difficulty pinpointing the clocks position.
* A couple of users wanted visual information about the objectives within the game.
* A user wanted a sound to explain when the user had not done something correctly.

Fixed from last version:

* Added different footstep sounds for all areas but the stairs.
* Fixed the audio glitches on the front door and pulling plug.
* Added a task completion sound for the front door.
* Tweaked occlusion and obstruction for the generator and bath taps.

To do:

* Add TV sounds.
* Add incorrect task non-diegetic sound.
* Add footsteps audio for going up the stairs.
* Add sounds for when the player is brushing up against the wall and hitting a door.
* Add an objectives UI.
* Add to existing sounds for; picking up keys, opening clock, turning on/off generator.
* Potentially add a map for the game.
* End game condition.

Week beginning 29th April – Informal user testing

A few lecturers tested the game and offered feedback. None of the users reached the garden. One of the users didn’t manage to even get past the front door.

A ping system was offered as a suggestion to help with orientation still being an issue. The users suggested that there be a single point on the map that can be pinged so the player can face towards the point so they know their rotation in relation to the game world.