

# Peer Test #2 - Heuristic Evaluation - Team 19

Our capstone group project is a 1 on 1 multiplayer card game that runs in a web browser. Players will be able to visit the website and immediately play a match as a guest, or they can create an account which they can log in to and will allow them to track their stats across games. Our prototype is unique as we have implemented a card game with a custom set of rules and features with inspiration from games such as Pokémon and Magic: The Gathering. The website also displays the card's details, which the Admins can edit live on the page, and additionally, there is a rules page that they can live edit as well.

**Task List (General User)**      NOTE: multiplayer not functional yet, and all art is not final

1. View Rules and Cards pages
2. Play the game and turn off the game music (test mute toggle)
3. login to existing account (uname: john@doe.com)
  - a) with wrong password (pass: johnd)
  - b) with correct password (pass: johndoe123)  
Login doesn't work
4. Log out, and then Create a new player account
  - a) With already existing info (uname: [john@doe.com](mailto:john@doe.com))  
Cursor issue
  - b) With proper new information (make sure actual working email\*\*\*)
5. View account information and stats
6. Forget Password and change to something new
7. Start/Play game & Pick a deck color
8. Identify which cards are playable, and play a card (check Zoom\*\*\*)
9. Attack an enemy player, and end turn

**Task List (Admin)**

1. Login to admin site (<https://client-jade-seven.vercel.app/adminlogin>) uname/pw: admin
2. Go to Rules page
3. Add Rule
4. Edit Rule (change position on page)
5. Delete Rule

**Questionnaire:**

[https://docs.google.com/forms/d/e/1FAIpQLSc8l\\_sbWMg2\\_1YbQBHv9FW5VVBmL7S1KS\\_AoTFUHx0lFLFolZA/viewform?usp=sf\\_link](https://docs.google.com/forms/d/e/1FAIpQLSc8l_sbWMg2_1YbQBHv9FW5VVBmL7S1KS_AoTFUHx0lFLFolZA/viewform?usp=sf_link)

1. What parts of the game could use more clarification?
  - a. What worked well and what didn't?
  - b. UI wise, was anything difficult to see or goes against intuition?
2. How straightforward did you find it to navigate our main menu system on a scale of 1 to 10? ( 10 being difficult)
3. How straightforward did you find it to navigate our website's pages on a scale of 1 to 10? (10 being difficult)
4. Were the game mechanics/controls intuitive and easy to understand?
5. What changes would you like to see personally (any not mentioned previously)?
6. Any thoughts on the main menu theme? Or the game's aesthetic?
7. How was your experience in resetting the password for your account? Should we add more user feedback to tell the user which email the reset token was sent to and etc. ?

Backup simmer.io link to game: <https://simmer.io/@Prelude14/colourbreakvpeertest-2>

## Peer Test #1 - Heuristic Evaluation - Team 19

Our capstone group project is a 1 on 1 multiplayer card game that runs in a web browser. Players will be able to visit the website and immediately play a match as a guest, or they can create an account which they can log in to and will allow them to track their stats across games. Our prototype is unique as we have implemented a card game with a custom set of rules and features with inspiration from games such as Pokémon and Magic: The Gathering. The website also displays the card's details, which the Admins can edit live on the page, as well as a rules page.

### **Task List (General User)**

NOTE: multiplayer not functional yet, and all art is not final

10. View Rules and Cards pages
11. Play the game and turn off the game music
12. login to existing account (uname: john@doe.com pass: johndoe123)
13. Log out, and then Create a new player account
14. View account information and stats
15. Start/Play game & Pick a deck color
16. Identify which cards are playable, and play a card
17. Attack an enemy player, and end turn

### **Task List (Admin)**

6. Login to admin site (<https://client-jade-seven.vercel.app/adminlogin>) uname/pw: admin
7. Pick card color
8. Add card
9. Edit different card
10. Delete the card that was added in task 2
11. Navigate rules page

### **Questionnaire:**

[https://docs.google.com/forms/d/e/1FAIpQLSd9P35nXnWfhSXYKtA-VjaohJ2Do8PQhsPAKJDTM6YSqnQ7hA/viewform?usp=sf\\_link](https://docs.google.com/forms/d/e/1FAIpQLSd9P35nXnWfhSXYKtA-VjaohJ2Do8PQhsPAKJDTM6YSqnQ7hA/viewform?usp=sf_link)

8. What parts of the game could use more clarification?
  - a. What worked well and what didn't?
  - b. UI wise, was anything difficult to see or goes against intuition?
9. How straightforward did you find it to navigate our main menu system on a scale of 1 to 10? ( 10 being difficult)
10. How straightforward did you find it to navigate our website's pages on a scale of 1 to 10? (10 being difficult)
11. Were the game mechanics/controls intuitive and easy to understand?
12. Is deleting a card from the Admin page too easy? Should we add a confirmation box?
13. What changes would you like to see personally (any not mentioned previously)?
14. Any thoughts on the main menu theme? Or the game's aesthetic?