Evaluations

Querying technique: Questioning

Questions:

1. Do you think the game is too hard? If so, on a scale of 1 – 5 how hard do you think the game is
2. Do you think the game is too easy? If so, on a scale of 1 – 10, how easy do you think it is, 1 being its alright, 10 being I can play this game with my eyes closed
3. Do you think it the maze is too confusing? If so, on a scale of 1 – 10, how confusing do you think, 1 being a little bit confusing, 10 being this is god damn impossible
4. Do you think you died too quickly?
5. Were the projectiles easy to identify? If not, what color would you have preferred
6. Do you think the shield keys were easy to press? If not, what keys would you have preferred?
7. Were the instructions easy to understand?

Observational techniques: Think aloud

* I’m trying to explore the maze, no idea where I should head towards first
* The first tower was unexpected, didn’t realize I was getting hit