User Testing

1. One reoccurring comment users had during testing was that there were no instructions that told them what to do once they got into a race. As of now, the race immediately starts after the user starts the game from the lobby. We don’t really like the idea of putting an instructions page on the main menu as not many players actually like to read them. Many games now teach you in-game. After discussing the problem, we think that it is a good idea to go in between those two solutions and implement some type of instructions page in the waiting lobby. This way, players will have something to look at while they are waiting for their friends to join the game. 
2. Users were also confused at first as to what they should do on the main menu. When presented with equally sized buttons (settings, create lobby, join lobby, profile), we concluded that it makes for a confusing user experience). We want our interface design to be easy to discern at a single glance. If we look at other successful apps. There is usually one big button or one egregious in color to give the user a visual clue as to what to press if they have no idea how to get started. We will change the settings to a gear icon that we can put in the top right area, and we can also move the profile button to the top right next to the settings. This is more in line with standard design and will make more sense to the user. We should also change the “profile” text to the user’s name. That way the user knows exactly who is signed it. Hopefully with these changes implemented, users will no longer be confused on the menu screen and will know quickly what to do and where to access everything in a cleaner and more user-friendly interface.
3. Also user feedback told us that it wasn’t necessary to display a login successful message to users and that the app should just login directly when provided with correct authentication. We removed login feedback accordingly and we also replaced the alert() box with a more user friendly self-effacing notification message. We still should probably tweak the visuals of the notification message and make it more color neutral