Subject number one

|  |  |  |  |
| --- | --- | --- | --- |
| **What they have to do** | **What I expect them to have done** | **What they actually did** | **What improvement I can make** |
| Select a difficulty | Select a difficulty of their choice by press | They did as expected, selected the difficulty of their choice without any help. | None |
| Give the cat a name | Figure out how to give their cat a name | Entered into the text area, their names. | None |
| Select a cat items to search | Tick off the checkboxes to select items they would like to search | They read through the list and sleeted the items of their choice. | None |
| Start the game | Eventually start the game with all inputs added in | Pressed the button “play” without any problems. | None |
| Move the cat around | Use the arrow keys to move the cat around | The user used his perception to assume that the arrows keys would be the buttons to move the cat around. There was no problem with movement. | None |
| Get into the house | Press the button “z” to enter a house | The user had problems with this as they could not figure out how to get into the house. Frist they moved the cat onto the house. They became confused and started to press random buttons. | We need to make a instruction men, the user needs to be aware of the controls before he stars the game. |
| Collect items from the box | Press the button “x” to collect items from the house | Again, they had problems collecting the items, the user again tried to navigate the cat on top of the boxes to collect the items. They began to panic as the dog was chasing them and they couldn’t figure out how to pick items up. | Again all learned was that we need to make the user aware of the controls of the game before the start. |
| Run away from the dog | Use the arrow keys to avoid the dog. | This task was accomplished by the user with ease | This was very easy to do, the user had to simply press the keys in the opposite direction to the dog. |
| Exit a house | Go to the sofa and press the button “z” to exit the house. | They user had a few problems with exiting the house, as we didn’t exactly have a door, the cat uses the sofa to exit the house. This didn’t seem obvious which it wasn’t therefore it took a while for the user to exit. | We need to add something that is very clear, works with the user mental model so that they can without direction know how to exit the house, where they exactly have to go to so. |
| Enter a new house | Press the button “z” to enter a new house | Entering the new house was now easy because the user knew what the buttons to press where. | This was easy; as the user now knew what they had to do therefore this task was done without any problems. |
| Get caught by the dog | Get caught by the dog | They all managed to this this with ease, as all they had to do was wait for the dog to come to them | They only change to make was that the game stop when the dog has caught the cat. |
| Try find a bug in the game | Expect the user to break the game somehow. | The user did not select any difficulty and as a result broke down the game | To give the difficulty a default setting there even if the user forgets to input anything the game would still work. |

Subject number two

|  |  |  |  |
| --- | --- | --- | --- |
| **What they have to do** | **What I expect them to have done** | **What they actually did** | **What improvement I can make** |
| Select a difficulty | Select a difficulty of their choice by press | Did as expected. | None. |
| Give the cat a name | Figure out how to give their cat a name | Did as expected. | None. |
| Select a cat items to search | Tick off the checkboxes to select items they would like to search | Did as expected. | None. |
| Start the game | Eventually start the game with all inputs added in | Did as expected. | None. |
| Move the cat around | Use the arrow keys to move the cat around | Did as expected, went straight to the arrow keys to move the cat around | None. |
| Get into the house | Press the button “z” to enter a house | Again navigated over the house to enter, nothing happened. The user became confused and started pressing lots of random buttons to figure out how to get into a house. | Add instruction manual. |
| Collect items from the box | Press the button “x” to collect items from the house | Again, they had problems collecting the items, the user again tried to navigate the cat on top of the boxes to collect the items. They began to panic as the dog was chasing them and they couldn’t figure out how to pick items up. | Add instruction manual. |
| Run away from the dog | Use the arrow keys to avoid the dog. | This task was accomplished by the user with ease, did what was expected. | None. |
| Exit a house | Go to the sofa and press the button “z” to exit the house. | Same as before the user had a few problems with exiting the house, This is because we did not have an obvious way of exiting the house, the user has to go on top of the sofa and press the button to exit. | We need to add something that is very clear, works with the user mental model so that they can without direction know how to exit the house, where they exactly have to go to so. |
| Enter a new house | Press the button “z” to enter a new house | Did as expected | None |
| Get caught by the dog | Get caught by the dog | Did as expected | None |
| Try find a bug in the game | Expect the user to break the game somehow. | Could not figure out how to break the game | None |

Observation

There were a few things that were picked up from observing the user, one of which was that the user kept assuming the button to pick an object was “c” because you “collect” items. Moreover even after telling the user it’s not c and showing him the right button he naturally kept pressing the button c to collect items. Therefore, what we learned was that we should change the button to collect items to c instead of using x to avoid this confusion. In addition the user wanted to be able to see the items he was collecting on the same screen not on a different window where he has to manually click to see.