

## Assessment 2: Brownfield Development

# Evaluation

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## Approach and Methods

In terms of recruiting users, we were able to ask fellow students at the University of York in our Computer Science cohort to perform this evaluation. We chose this demographic of students because they represent our target audience who are mostly casual gamers with an understanding of a university like maze game.

The tool we used for data collection was Google spreadsheets, this was seen as versatile due to the ability to collect different forms of data whether it's tick-box's, rating or formal sentences.

Before starting the user evaluation we gave them the Information Sheet to read through and then showed them the Informed Consent Form via Google Forms which they would then digitally sign if they were happy to take part in this evaluation. These steps were crucial in ensuring ethical practices that were followed.

The process for each evaluation was split into different stages. First stage being the task based evaluation, we formed certain tasks the user should be able to complete and we would instruct them to do their best to complete said task. This was meant to ensure if the core mechanics and systems were working as intended. Upon completing the task based evaluation, we would ask the user general feedback questions. While the task based evaluation helps us test if the system was working correctly, these feedback questions meant we get the user's opinion on certain aspects of the system. And finally, we would ask users for improvements, which was great to highlight problems and/or bugs.

During the user evaluation we had one person giving instructions and asking questions, and another person focused on the data collection using the spreadsheet to fill out the data. The task based evaluation and suggested improvements were both used to highlight problems within our system. We analysed the data collected and identified any key issues, which we used to inform the rest of development.

We also highlighted to the users that the achievements had not been implemented, due to the fact this project was still in development. Which is why during the task based evaluation there weren't any tasks to do with achievements. However, this evaluation was still a great way to ask users on what achievements they may wish to see.

## Problems

[User evaluation spreadsheet](#)

Problem ID	User ID	Problem	Severity rating (1-5)
1	1,2	Backpack event was not explained/implemented well	3
2	1	Dean event is overpowered	4
3	2	Wasn't obvious when you were hovering over a button	1
4	2	Text popups can overlap and become unreadable	4
5	1,4	When leaderboard reset didn't give feedback that it had actually happened	2
6	1,3	Coffee event makes you too fast	3
7	3	Got stuck on corners in maze when moving	1
8	4	UI small	2
9	4	Not enough feedback from negative events	2

Severity: 1 being the lowest and 5 the highest

Problem 1,2,6,9: We noticed quite a few of the problems were with the events. Whether it's the event not being explained well or it being too over/under powered, these problems have relatively simple fixes. The inclusion of the tutorial should help clear ambiguity and the Dean and coffee boosts have been slowed down to address these concerns.

Problem 3, 8: Some users had some problems with the UI. However, future evaluations with a larger sample size would be more definitive to help evaluate the UI. This is a prototype so the UI will likely be changed in the future which is why we gave it a mild to low severity.

Problem 4: This made the text explaining the events overlap. This was a bug we felt had a high severity due the fact it hinders the usability and playability of the game.

Problem 7: Getting stuck on corners as much as it's annoying this is part of a maze game and adds to the difficulty. We feel that it's a feature not a bug just as long as it doesn't hinder playability of the game, which is why we gave it the lowest severity.