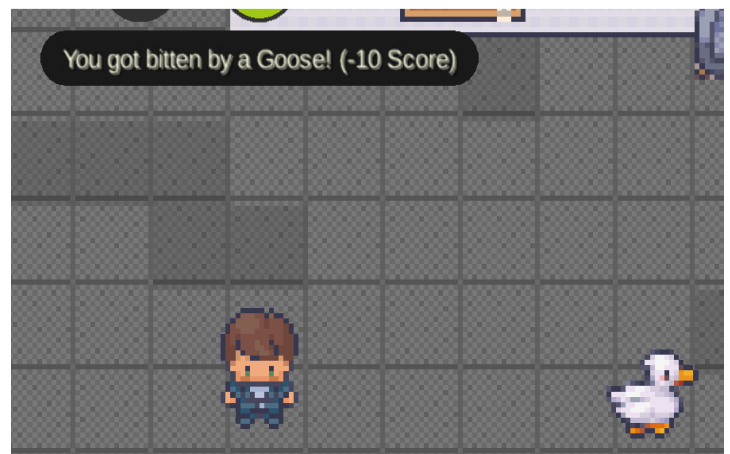<u>Implementations and Updates</u>
<u>from</u>
<u>User Evaluation findings</u>

Cohort 1, Group 9
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After the user evaluations were conducted and findings were reviewed, the team made the necessary changes based on the severity ratings, prioritising the most important problems with the prototype first.
The following screenshots illustrate the state of the prototype prior to user evaluations and after the changes were made as a direct result of the feedback.

Figure1 : illustrates before and after geese bite negative event:

A prompt was added notifying the player had been bitten including the new increased point reduction from -1 to -10 to make the negative event more impactful as an obstacle/challenge after the majority of users were unaware of the negative aspects of the geese or the score reduction.

Figure 2: illustrates a prompt was included informing the player that coffee also awards +10 points after the majority of users stated they would prefer the prompt included .

Figure 3: illustrates an update to the pressure plate hidden event, improving visibility without advertising the hidden event to the player after a majority of users missed the event entirely without assistance.
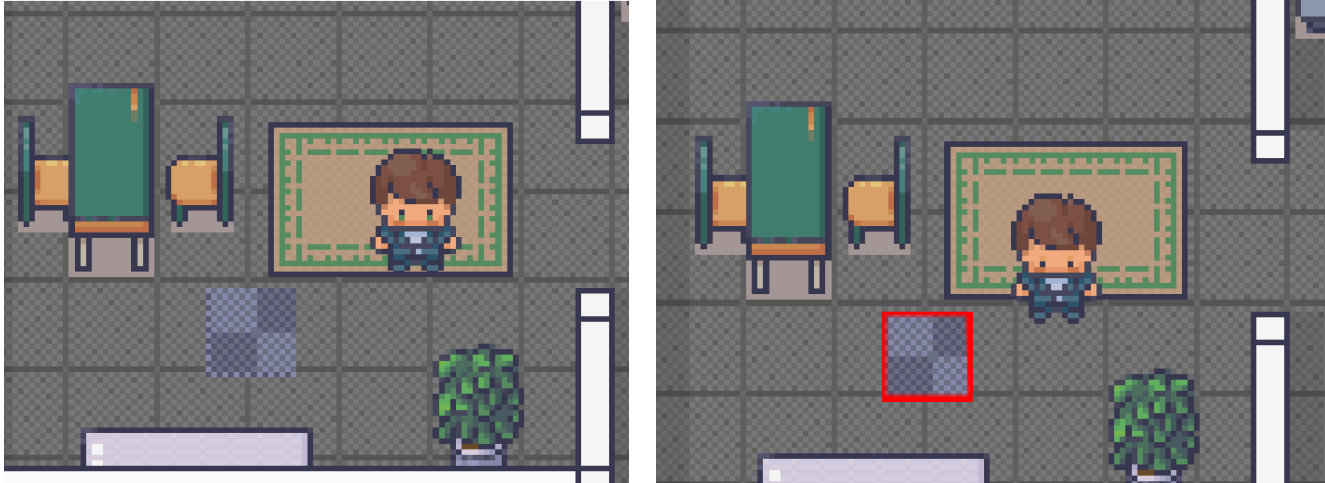

Figure 4: demonstrates the addition of a player hint as to the plate's function after users claimed it wasn't clear what the plate did.
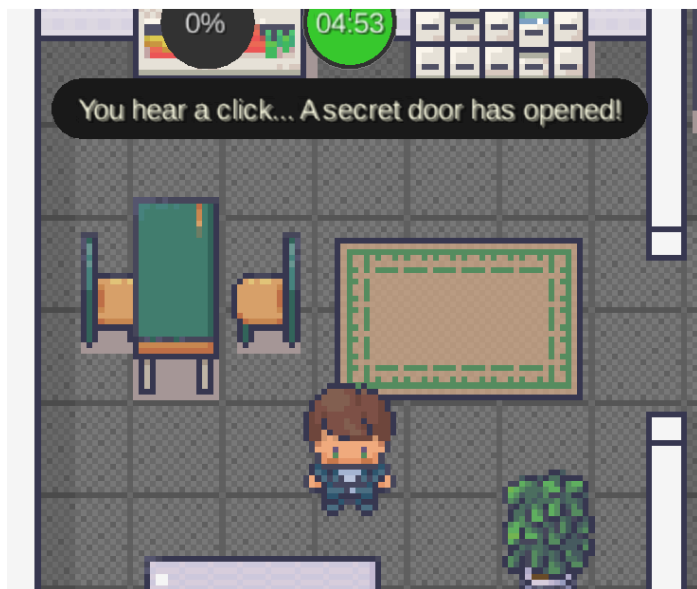
Figure 5: Illustrates the new pause menu with added instructions and brief overview of the event systems.

After observing the majority of users attempting to resume with the esc button instead of the manually clicking resume, the esc key was also mapped to resume.
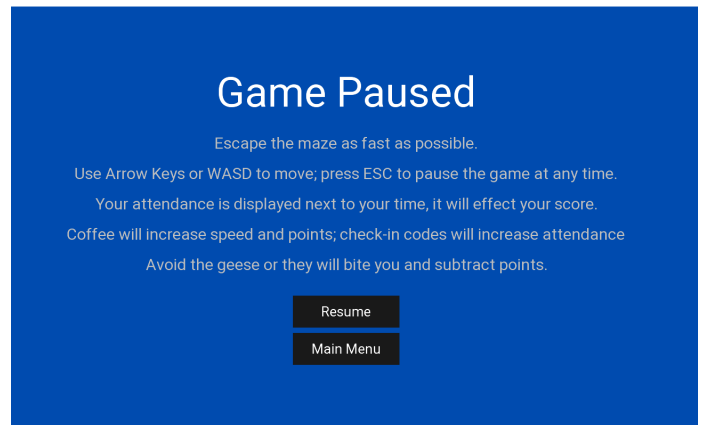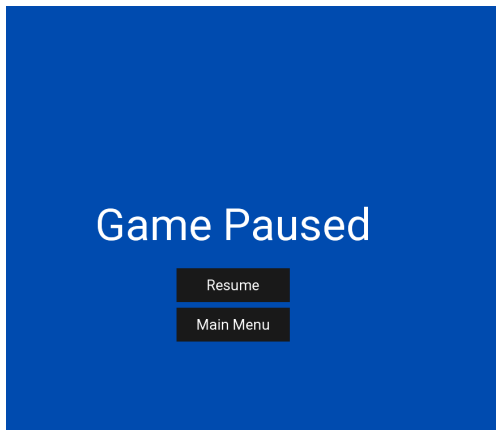

Figure 6: Illustrates how the aesthetic change to the exit door location was made according to user feedback.

Figure 7: Illustrates the player time was added to the escape review page after user feedback noted the escape time bonus was confusing without the escape time to compare to.

You Have Escaped University!

Score: 221

Score Breakdown:
2 Goose Bites: -2
3 Coffees Collected: +30
Check in codes collected: 0
Bad attendance (0%): -100
Time remaining bonus: +193
Escape bonus: +100

Play Again

Main Menu

You Have Escaped University!

Score: 381

Score Breakdown:
3 Goose Bites: -30
4 Coffees Collected: +40
Check in codes collected: 6
Average attendance (46%)
Glasses given to Bob: +100
Time Taken: 128.13s
Time remaining bonus: +171
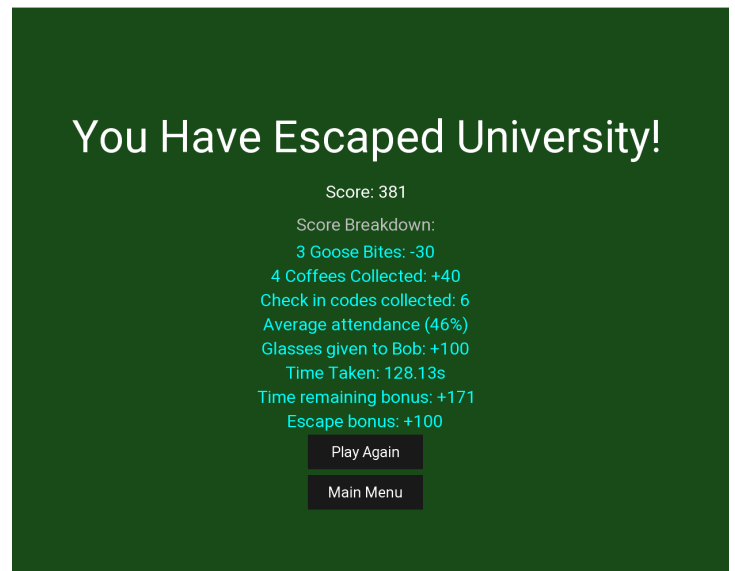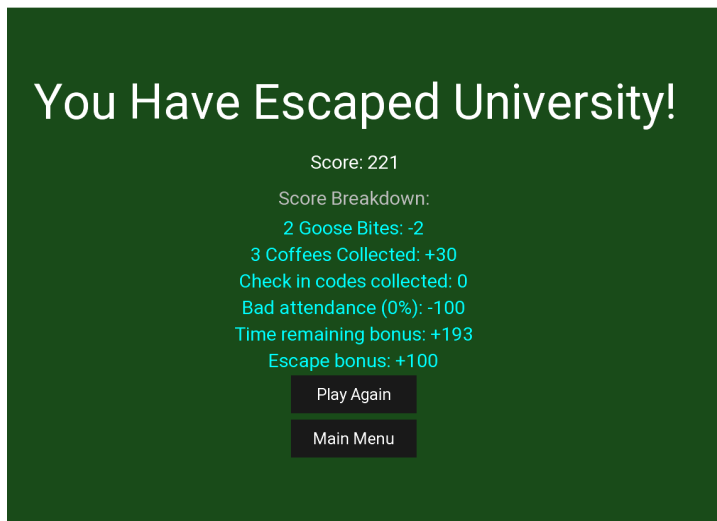Escape bonus: +100

Play Again

Main Menu

Figure 8: illustrates the changes to the attendance system after a majority of users claimed the system was unclear as to the scoring and attendance evaluation. (Note changes to the instructions related to attendance in the pause menu in figure 5)

0%   04:34

Collect coffee for extra speed and
check-in codes to increase attendance, good luck!

15%   04:07

Check-in code collected! attendance increased!