

Feature	Sentences	UUX Dim Automatic	UUX Dim Manually
Camera Move	Players are repeatedly forced into making blind "leaps of faith" because the camera simply refuses to move to anywhere even close to where it needs to be for seeing.	Errors/Effectiveness, Detailed usability	
	My only real problem with the controls is the fact that you move the camera - you can use it to look around but once you start moving again it snaps back to the same awkward position as before. Final Recommendation The farming mechanics still work and they're still fun.	Errors/Effectiveness Satisfaction Detailed usability	
		Errors/Effectiveness Detailed usability Satisfaction	Errors/Effectiveness Detailed usability
Multiplayer Campaign	There are 14 multiplayer maps and a campaign to play, so if you get bored shooting someone in the head you can just move onto the next map.	Satisfaction Detailed usability Pleasure Affect/Emotion Enjoyment/Fun	
	Still, it's a fun single player campaign, and a wonderful multiplayer experience.	Pleasure Affect/Emotion Enjoyment/Fun	
		Satisfaction Detailed usability Pleasure Affect/Emotion Enjoyment/Fun	Satisfaction Detailed usability Pleasure Affect/Emotion Enjoyment/Fun
Map feature	Castlevania Symphony of the Night provides a Metroid style of gameplay with a map feature and save rooms.	Aesthetics/Appeal	
	It's easy to get lost, although the auto-mapping feature does help a lot.	Satisfaction Detailed usability	
		Aesthetics/Appeal Satisfaction Detailed usability	Aesthetics/Appeal Detailed usability
Memory Card	I tried this once before my memory card had an error and deleted my saved data.	Errors/Effectiveness Detailed usability	
	Ok this is what people are complaining about, the N64 controller had a memory card slot on the bottom of it, you slip the memory card in and you can save the actual ghost that appears when you complete a time trail.	Satisfaction Detailed usability User differences	
	However, if you play without a memory card you will encounter the tutorial every single time.	Errors/Effectiveness Detailed usability	
		Errors/Effectiveness Detailed usability Satisfaction	Errors/Effectiveness Detailed usability Satisfaction