PeggleClone405 User Testing Report

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Introduction

This document outlines the testing that I did with users for PeggleClone405 and includes my methods, results, and raw data.

Known Issues

- Clicking the main menu UI in game causes the launcher to shoot
- Clicking the back button from the setting menu saves, but that is not clear to user
- User can see outside the level when the camera pans around
- Buttons don't have sounds on click
- No failure music when you lose a level
- No in game restart level button
- When you hit lots of pegs at once the sounds stack and its loud and awful to listen too.

Methods

The game was uploaded to itch.io and users were sent a link to play. I asked them to play the game for 20 minutes and to report to me anything that they would like changed.

Note: None of the users seem to have played around with the interfaces or settings. they all just clicked play immediately. Further testing could be done with informing the testers to specifically test the settings and menus.

Results

The testers noted the following issues:

- Sound too loud
- Levels are too difficult
- The music can be heard looping
- Can see outside the level
- Framerate is too low at end of level

Solutions

The issues have been added to the known Issues and can be seen in detail with possible solutions in the System Documentation.

Appendix A: Raw Data

Adam:

- Too loud

Wynston:

- Volume control would be helpful

- Love the music kek

- I cant beat the first level rofl

Shaemus:

- Too loud

- Can hear the music loop

Justin:

- Framerate is too low during slow motion

Everett

- too diffuicult

- too loud

Ben

- levels are difficult

- when you zoom in at the end you can see the borders