

UX Documentation and References

User Test Session 1	2
Goals	2
Current Game State	2
Players	2
Questions	2
Summary	8
User Test Session 2	8
Current Game State	8
Players	9
Questions	9
UI	9
Graphics & lights	10
Slide puzzle	12
Tea Puzzle	14
Game questions	16
Summary	17
Additional Material	17

User Test Session 1

I held a session on December 20th and got a selection of people to play my game at its current state. The questionnaire had 18 questions and I received 7 responses in total.

Goals

My goals from this session were:

- Ensure puzzles are the right difficulty
- Check the game is enjoyable
- Check key assets have a clear theme
- Ensure players understand the key assets
- Find noticeable bugs that affect play

Current Game State

- Basic code implemented (not bug tested)
- Key assets modelled
- Some textures added
- No definition to the room (eg just plain blocks for walls)
- Temporary lighting in place
- Menu with buttons only
- Cubes falling on the menu to show concept

Players

It would be good to note that most of the players giving me feedback happened to have certain similarities. This is due to holding the demo session in class. These similarities are:

- Games Development student or lecturer
- Male
- Between the ages of 19 and 25

Due to these similarities, I have not been able to gain a wide variety of opinions as most players held similar mindsets.

Questions

What was your opinion on the menu concept?

I asked this as I wanted to know if it would be worth spending my time making it appear as if Alice is falling down a hole. If people could not understand the concept from what I already had or did not like the idea I could change direction before I went too far.

From my responses, I found that most people like the concept however 1 person did not think it matched the theme of the game.

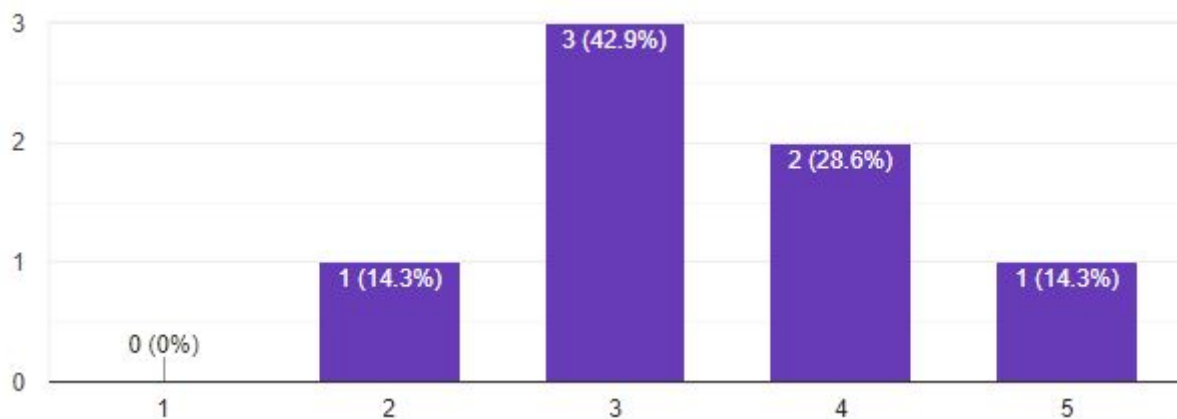
The most constructive comment I got from this question was: "Nice idea, items fall a bit fast, a bit headachey, and will be a lot better with a rabbit hole background and proper models falling, but it's well suited to the theme"

Was it easy to know what to do first?

As there are no clear directions to an escape room it must be well laid out so the player will easily figure out the first step. If the players could not figure out what they had to do then I had positioned the player correctly to start and had a good layout for my puzzles.

All players found the first puzzle easily as it drew in the players' attention, is clearly interactable and they started by looking at it.

How difficult was the slide puzzle?



1 represented very easy and 5 represented very hard.

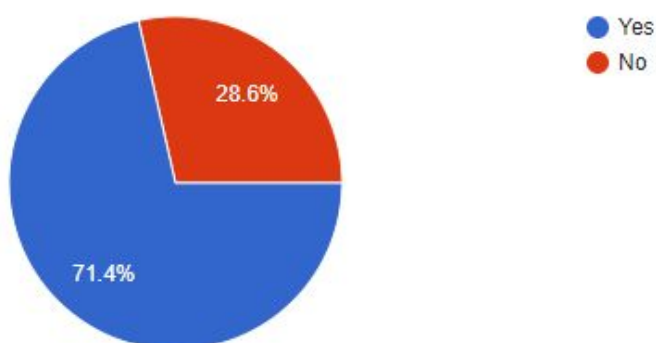
This chart shows that my slide puzzle is about the right level of difficulty as it challenges most players.

Was it clear what image you had to make? Why?

All players found the image clear even if they had to move stuff around first as where the image was cut was easy to identify.

Did the lights at the bottom help make the picture clearer?

The lighting in my game is pretty much non-existent at this point. I added lights under the slide puzzle for this demo so that I could find out if I could keep the room dark and still have the image visible.



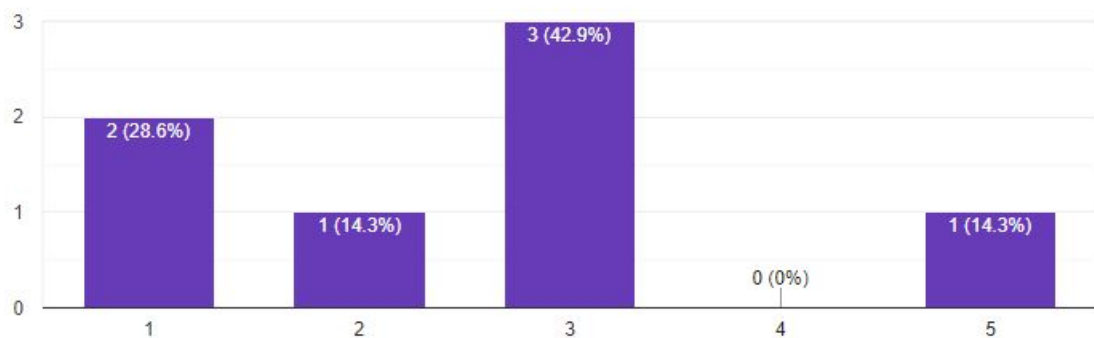
What changes would you make to the slide puzzle?

I asked this question to see if the players had anything that they would change. Most said that they wouldn't change a thing. There was one person who said that I needed to change the way collision detection worked as it was tricky to ensure the clicks were in the right place.

How difficult was the tea puzzle?

How difficult was the tea puzzle

7 responses



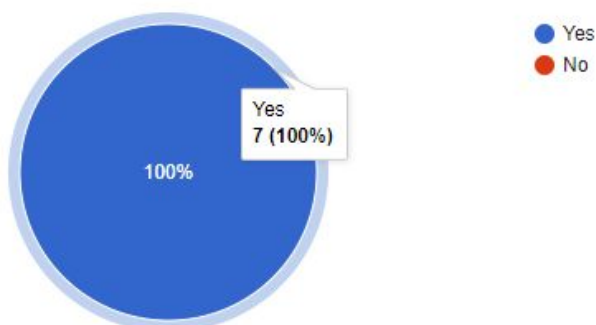
1 represented very easy and 5 represented very hard.

I was not sure if this puzzle was too easy for the players so I need this data to see if I should increase the difficulty or keep it the same.

However, I believe this data is slightly incorrect as not everybody completed the slide puzzle. On my next survey, I should make this section only available if they completed the slide puzzle as the tea puzzle can not be completed without completing the slide puzzle. Due to not being sure that this data is correct I will not be taking information from this question.

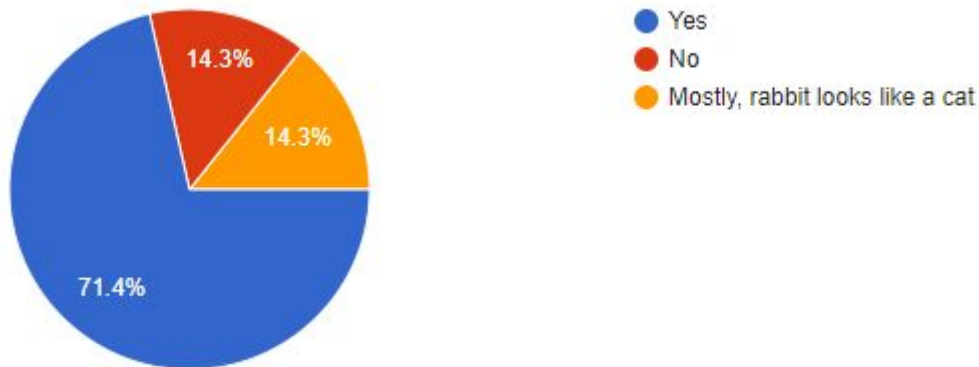
Could you read the writing on the list?

The guest list is the key to solving the tea puzzle. If players could not read the writing on the list they would rely on 100% guesswork for this puzzle which would not make the game fun as they wouldn't have a eureka moment. As all players could read the writing I do not need to adjust the assets.



Could you tell which teacup was based on each character?

Each teacup holds distinct characteristics. I need to know if they are easy to assign the names to the design.



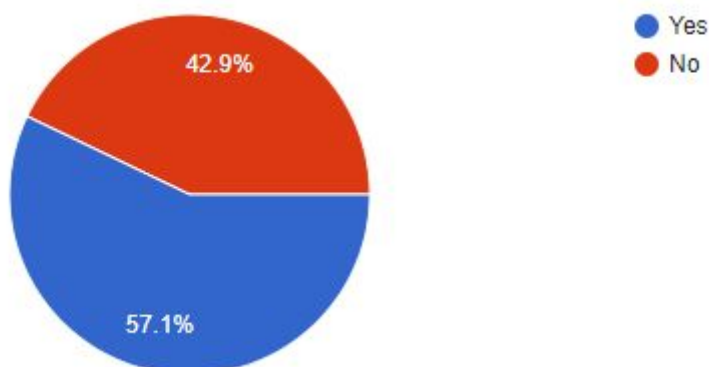
Most players could tell which cup matched to each character. However, it appears that players who may not have knowledge of the Alice in Wonderland could have struggled. It is not possible to tell this without adding an additional question.

What changes would you make to the tea puzzle?

I asked this question to see if the players had anything that they would change. Like with the tea puzzle, most said that they wouldn't change a thing. The only thing players would change is the cup clarity. This is partly due to the current lighting but it is also partly because the table is too tall compared to the player.

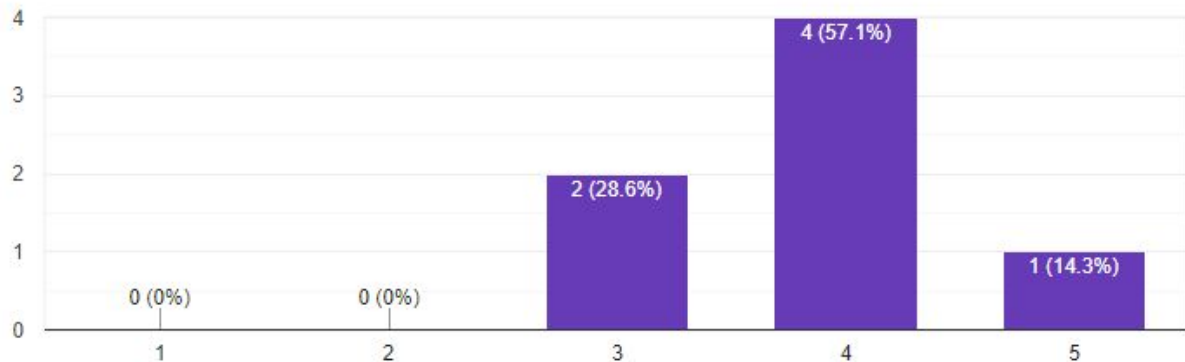
Did you complete the game?

I want my puzzle to be challenging so that it feels like an achievement if they can complete the game. Therefore I want the majority to be able to complete the game but not everyone to be able to complete it. I seem to have achieved this based on the feedback.



Did you enjoy the puzzles?

The game should be enjoyable even if the players do not complete it.

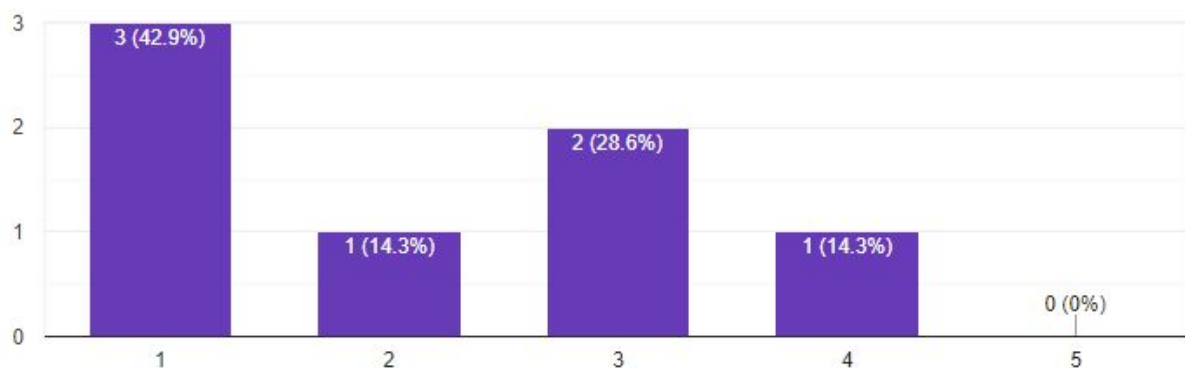


1 represented not at all and 5 represented a lot.

Nobody said they disliked the game but there is room for improvement.

How much did you use guesswork?

Players should be using their head to work out the puzzles instead of just guessing. This will keep the game fun and interesting. If I have a lot of people guessing the answers then I will have to adjust the puzzles to make sure this doesn't happen.



1 represented not at all and 5 represented all the time.

It's clear that guesswork is used sparsely by most players. Due to the nature of slide puzzles, it is expected that some players will have guessed the answer.

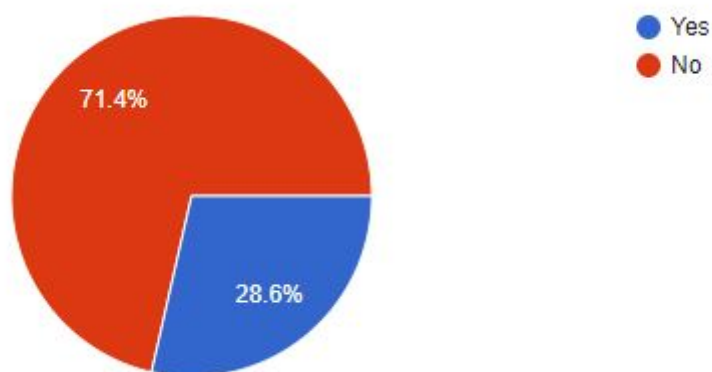
What vibes did you get from the game?

My theme should be easy to tell even with the minimal assets that I have. The additional assets should consolidate the theme. Luckily everyone felt they were in an area with vibes along the theme I am trying to achieve.

Fantasu
Dream lke vibes
The theme is really intriguing, interested to see how you go with it
Calm but also frantic, similar to Alice in wonderland
Someone really likes tea
Alice in Wonderland, trapped by a mega fan
Tea party

Did you find any bugs? & What bugs?

As I haven't spent time bug testing yet I added in a question to see if anybody found any bugs with an adjoining question to find out what these were. This would reduce my time searching for bugs and able to spend my time focusing on other things.



When I collected the teapot on my first run, it didn't appear on my person and I couldn't complete the second puzzle.

Pretty sure the menu is supposed to have a mouse to be able to select things, but that didn't appear. The left click did most of the interacting, not the right like the instructions say?

If you could add or change anything what would you do?

I wanted to give players the opportunity to say anything they would do with the game if they had the opportunity. This would allow me to tailor my development towards the things the players wanted most.

This question has informed me that the current lighting in the game is horrible and that the theme, although distinguishable, is too weak.

Additional comments

This section allows players to give me any feedback they may not have been able to suitably fit into any of my questions. It allows me to find out the information I may have glossed over or didn't even think about.

I only received one comment and that informed me that the slide puzzle image looks a bit pixelated.

Summary

During the session, I managed to achieve 4/5 of my goals. The one I could not complete was "Ensure puzzles are the right difficulty." This was because I did not take into account that players may not complete the first puzzle and made it require an answer. If I was to do this questionnaire again I would separate the puzzles so you can only answer if you have attempted the puzzle.

I found out that my game was enjoyable even if a player did not complete the game. However, some players struggled with the puzzles due to lack of knowledge of Alice in Wonderland.

From the feedback I need to do the following things:

- Adjust code for detecting clicking on objects
- Improve the lighting
- Make the player taller
- Make rabbit cup look more like a rabbit
- Add assets to make the theme clearer
- Make the slide puzzle image less pixelated

User Test Session 2

I held a second session on just after Christmas. Unfortunately, fewer people played my game this time round. The questionnaire had 26 questions and I received 5 responses in total.

Current Game State

Last time I found out a selection of things I had to do. Out of that list I have completed:

- Adjust code for detecting clicking on objects

- Improve the lighting
- Make the player taller

Instead of adding assets I have improved on the lighting and asset design to fit more around my theme. I also made a character sheet hidden on the trolley so that those with limited knowledge of Alice In Wonderland can complete the game as well.

Players

The demographic of my players happen to be the same as in my first questionnaire. I was unable to find anybody else of a different gender or ages to experience my game and give it feedback.

Questions

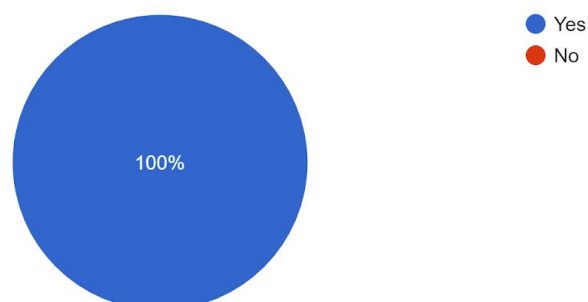
This time I split my questions into sections so that anything that required the player to have completed the level did not screw results. I also included a lot more yes/no questions

UI

Do you like the menu screen graphics?

Do you like the menu screen graphics?

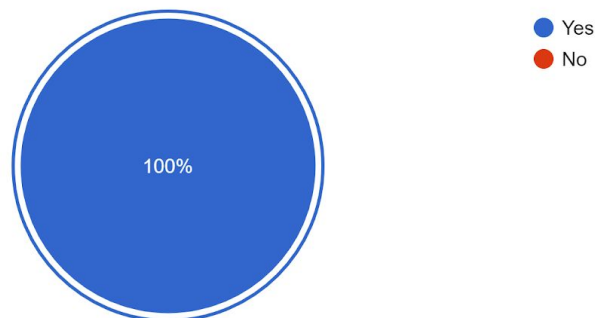
5 responses



Does the menu screen match the theme?

Does the menu screen match the theme?

5 responses



Anything you would change about the menu screen?

At the moment my menu screen is pretty plain and boring. I asked this question so I could figure out what the players want in a title, however I did not get the feedback I wanted. Most people responded by saying they wanted something in the background to fill up the white space.

Graphics & lights

What were your first steps in the game?

I asked this question last time and found that my player positioning was in the best spot. As I made changes I needed to know people were taking the correct steps. Besides the jokes about the controls being incredibly poor causing the player to bounce or go sideways, players took the same steps in the game as recorded last time.

What vibe did the graphics give you?

I made changes to the graphics to increase the feeling of being in Alice in wonderland and have it feel scarier so you want to escape. It appears more players felt the vibes I was trying to give.

they're cool

Very alice in wonderland

High class, fantasy

A very eerie room

Alice in wonderland 100 percent

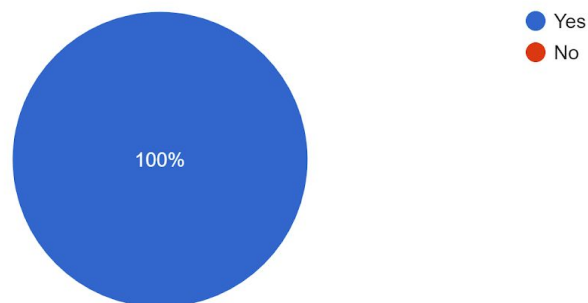
Did you find any missing graphics?

I have lots of complex UV maps so I need to make sure that all assets have materials covering them in the right places. No players found any missing graphics.

Does the light reflect off objects the way you expect?

Does the light reflect off objects the way you expect?

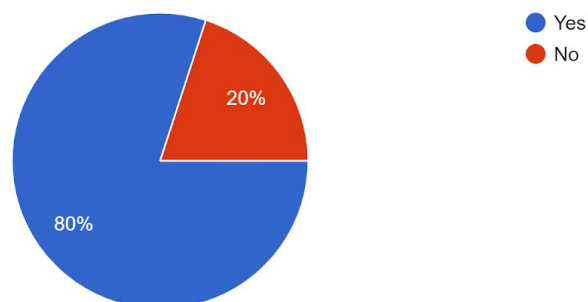
5 responses



Is lighting suitable?

Is the lighting suitable?

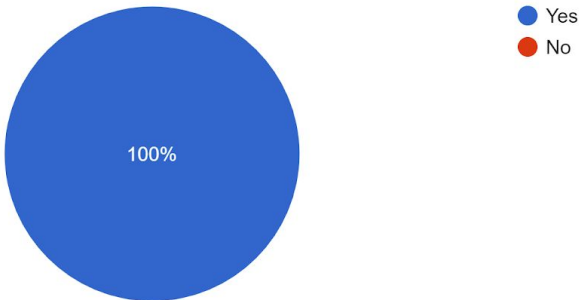
5 responses



One player found that it was too bright with not enough variation.

Are all assets visible?

Are all assets visible?
5 responses



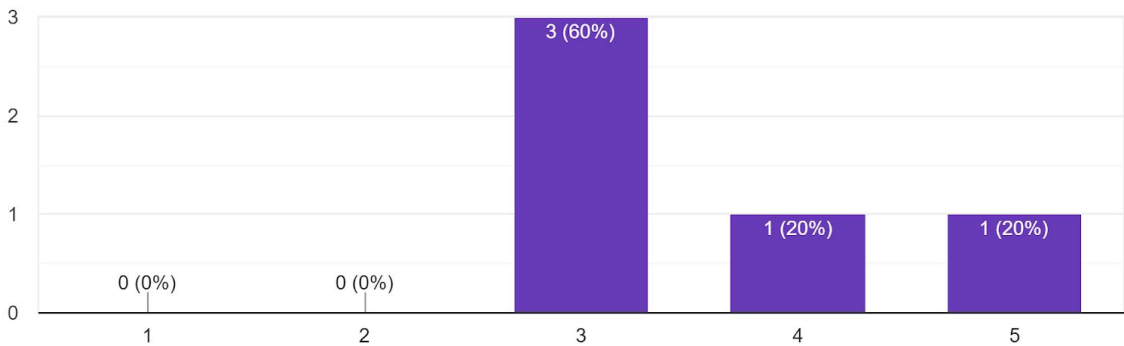
What changes would you make to the lighting?

Players would like for there to be more variety in the lighting. Currently, it is too bright in some places but too dark in others because it uses the same lighting system throughout.

Slide puzzle

How difficult did you find it?

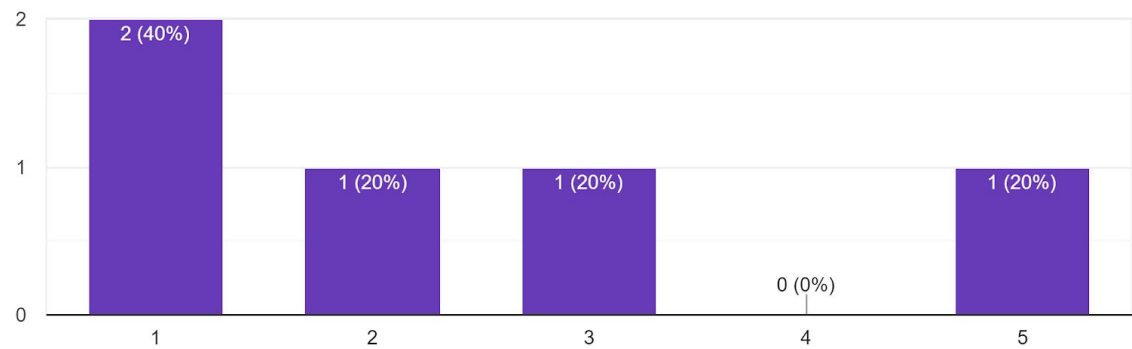
How difficult did you find it?
5 responses



1 represented very easy and 5 represented very hard.

How much did you guess to find the answer?

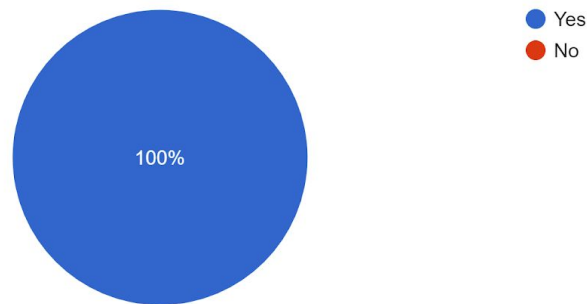
How much did you guess to find the answer?
5 responses



1 represented not at all and 5 represented all the time.

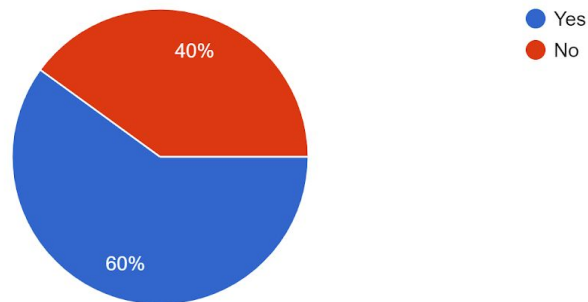
Does this puzzle suit the theme?

Does this puzzle suit the theme?
5 responses



Did you complete this puzzle?

Did you complete this puzzle?
5 responses

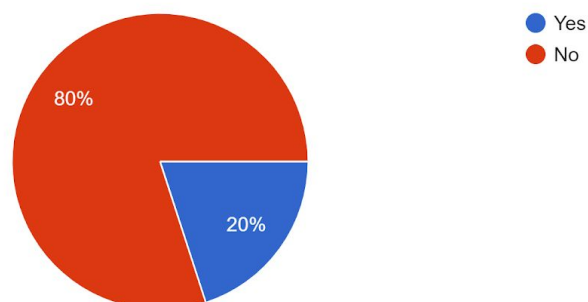


Tea Puzzle

Only people who completed the slide puzzle were supposed to move on to this section however it broke so everyone was asked to complete this section. Therefore some of my data is screwed again.

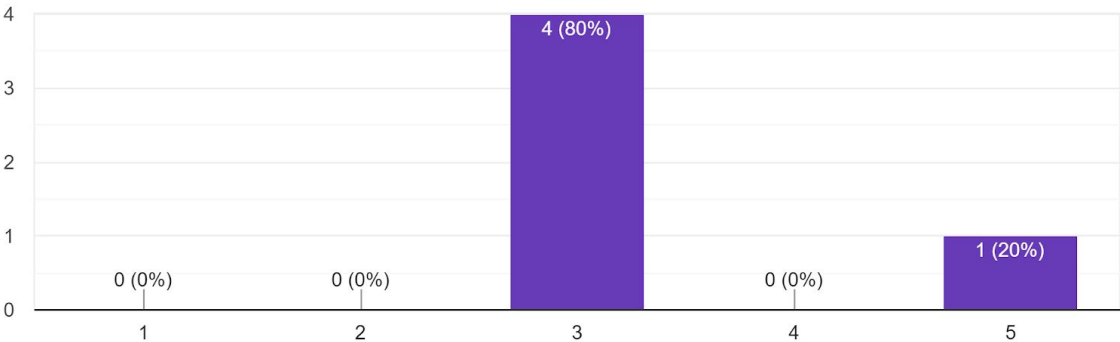
Did you complete this puzzle?

Did you complete this puzzle?
5 responses



How difficult did you find it?

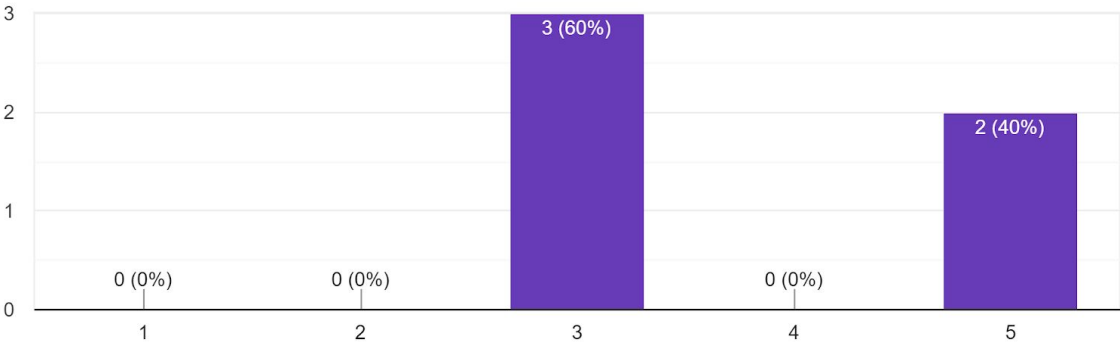
How difficult did you find it?
5 responses



1 represented very easy and 5 represented very hard.

How much did you guess to find the answer?

How much did you guess to find the answer?
5 responses

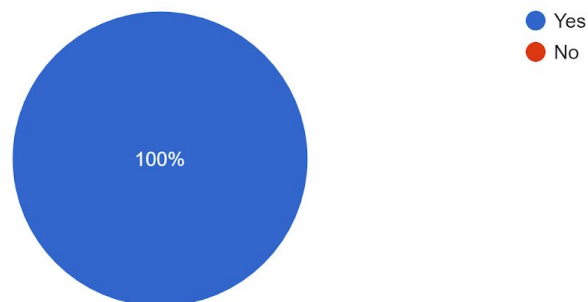


1 represented not at all and 5 represented all the time.

Does this puzzle suit the theme?

Does this puzzle suit the theme?

5 responses

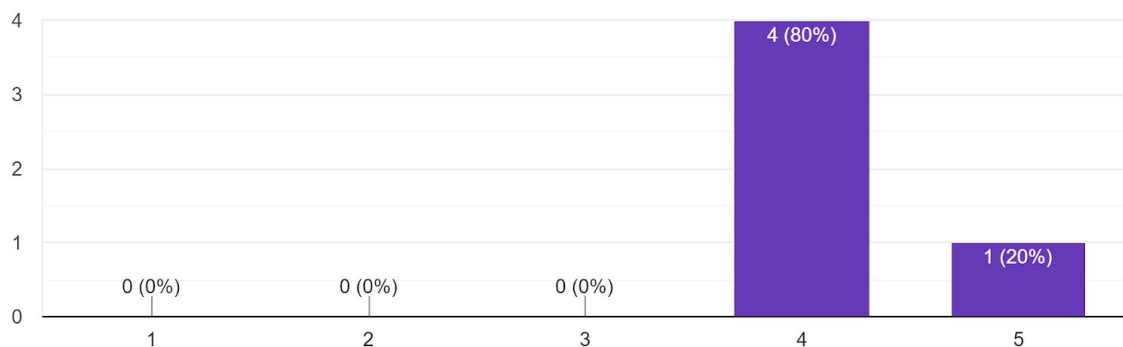


Game questions

Did you enjoy the game?

Did you enjoy the game?

5 responses



1 represented not at all and 5 represented a lot.

Despite most people not completing the game, the enjoyment level is high. I think I have managed to hit the right mix of difficulty to make this satisfying for the player.

What changes would you make?

The movement is the biggest thing players are talking about. Fixing it is my first priority. Besides that, players would like more models in the room.

Any bugs?

All 5 players commented on the movement.

movement ⁴⁵

I kept not being able to walk forward and kept jump around when holding the teapot

Being pushed out of the room

The movements

Steps :(

Additional comments

kinda cool Id ⁴⁵

Good Game, i enjoyed playing it

Summary

The biggest thing I have found is that players preferred the movement and pick up system I had originally as the one I have implemented at the moment has too many bugs.

My escape room is enjoyable with a good difficulty level. The style of the game really makes the players feel like they are trapped in Wonderland.

Additional Material

Unfortunately, I made a mistake with my music. Forgot that if I mixed a song I would still need a specific license. I have mixed The Unbirthday Song (detailed below) into my game so if I was to release I would have to get the license for the song or remove it completely.

Beaumont, K., Wynn, E., Colonna, J. and MacDonald, J. (1951). *The Unbirthday Song*. Available at: <https://www.youtube.com/watch?v=jlqFCBnpx8> [Accessed 12 Jan. 2020].

Cork. (2010). [image] Available at: <https://commons.wikimedia.org/wiki/File:Cork.jpg> [Accessed 20 Jan. 2020]. Creative CommonsAttribution-Share Alike 2.5 Generic license.