### Play and user experience test Android Assembly

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| Name: | Android Assembly | |
| Tested by: | Nino | |
| Analysis | | |
|  | What do you like about it? | What would you change? |
| Theme & Narrative | Simple, directed at children(in art style) | Make it more colourful |
| Objectives/Goals | Overall objective | Make it failable(So they can learn) but not hard |
| Rules/Mechanics | It makes sense | ^ |
| Player Interaction | Simple, fit for children | Give a quick tutorial |
| Graphics & Sound | Simple, fits the objective/target audience | Colour |
| Fitting the Target Audience | Yes |  |
| General Questions | | |
| Do you find the chain reaction / incredible machine difficult or easy to play? | Easy | |
| Would you say the chain reaction / incredible machine is fun to play? | Not enough challenge, would be more fun with a little challenge(failing) | |
| Is the game replayable?  (How easy is it set up again?) | No | |
| What did you like about? | The overall experience, it’s relevant to the chain reaction/it goes into the game and goes out again | |
| Do you have any other comments or remarks?  Robot being printed is nice | | |