**Threa player test 1**

*Test range from “difficult-bad” to “easy-good” 1 -5*

Marleen age 15

Zayna, age 16

David, 13 years

**Task: go to a mountain and zoom in**

*How easy did the subject accomplish this? 1-5*

5,5,5

*If the subject had difficulty with this task, how?*

Zooming in is at a good rate

**Task: zoom out, find an island and zoom in**

*How easy did the subject accomplish this? 1-5*

3,5,3

*If the subject had difficulty with this task, how?*

Zooming out was too slow

**Task: Place 5 buildings**

*How easy did the subject accomplish this? 1-5*

5,5,3

*If the subject had difficulty with this task, how?*

Tried dragging and dropping at first, and did not see where the building spawned

**Task: Turn the planet around**

*How easy did the subject accomplish this? 1-5*

5,5,5

*If the subject had difficulty with this task, how?*

No difficulty, went smooth, scroll rate was fine as well.

**Question: Do you like how the game looks?**

*If no, why not?*

Low poly looks look good, colours look nice

Mountains are too high, would like more objects around the planet

**Question: What would you like to do in this game?**

The building and growth of the people is fun enough, want to see planet evolve.

**Question: Having seen the game and its mechanics, will this keep you entertained and busy for 5 minutes?**

All subjects said yes.

**Test Conclusions:**

Fasten the zoom out

Test to see if more items circling the globe looks good

Specifically asks next testers what they think about the height of the mountains

Add a prompt to say that just clicking the building icon spawns it

Add a mechanic that shows where the building you clicked spawns