

Present:

Gustav Röhss (G), project member.

My Tunér (M), Gustav's girlfriend. Has given user feedback previously.

Date: 8 May 2020

Total time: 20 min

Use time (minimal pauses): 20 min

The communication that took place has been translated from Swedish. It transpired informally (with G taking notes) in order to best simulate a real use case. M was asked to read the document to ensure that it's accurate.

M and G are both using phones. M is using an iPhone with Safari. G is using an Android phone with Firefox.

M, upon first opening the app, remarks that it has improved visually. "It's pretty."

M is asked to browse at her leisure.

M decides to create an account.

M is asked whether she notices any changes on the home screen. She notices that her chosen user name is being "welcomed".

M notices that the "Host game session" button has gone white – its' "hover" CSS is active.

M remarks that she "likes the meme" on the About page.

M remarks that she thinks the app is working well on her phone.

M navigates to High Scores.

M remarks that she liked the "Loader" feature.

M and G play a game session.

One of the first images is cropped to the point where you can't tell what's in it very well – specifically, a cat image has been cut off such that the cat is hardly visible.

M remarks that she is excited that G has 0 points after two rounds, whereas she has 2.

M remarks that she both enjoys the feature, and the superiority.

M remarks that a "reason" being given for the correct answers correctness is shown.

M remarks that she enjoys the "Everyone is Wrong!" flavor text when neither her nor G get a question correctly.

At the end of the game session, M has a score of 7. This is the current high score. G scores 2 points.

M is asked, having seen the app in an earlier state, what the most noticeable improvements are.

M thought that the app was in general was more “smooth, clean, easier to navigate, prettier, and more enjoyable to use”. She enjoyed that she could see scores and correct answers during the game.

M is asked what could have been improved more.

M would have enjoyed more flexibility in the amount of game rounds.

M described that it would have been fun to be able to choose, in order to adapt to amount of player present.

M remarks that some images aren't very visible and need to be adjusted.

M thinks it could be both a good thing and a bad thing that it's possible to play alone.

M thinks that it's mostly good, as it allows new players a chance to learn the games' mechanics.

Overall she thought there had been a noticeable improvement, and that the app was “much better”.