Playtesting 1

**Objective**: identify issues that get in the way of player experience and collect suggestions to overcome these issues.

Severity level

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| 0 = I don't agree that this is a usability problem at all  1 = Cosmetic problem only: need not be fixed unless extra time is available on project  2 = Minor usability problem: fixing this should be given low priority  3 = Major usability problem: important to fix, so should be given high priority  4 = Usability catastrophe: imperative to fix this before product can be released |

Source: https://www.nngroup.com/articles/how-to-rate-the-severity-of-usability-problems/

Issues

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| Area | Issue description | Severity level | What could we do? |
| UI | UI inconsistencies:  move 3 spaces.  Pupil of the year | 2 | Make all the UI elements conform to the design system. |
| UI | Some of the UI elements and even full screens are sideways | 4 | Rotate so oriented correctly |
| Answer question | yellow timer circle still visible over the “Correct” text | 1 | Disable the timer |
| Answer question | Exploit: tap and hold on an answer button shows its colour (green/red) | 3 | Fix in code or use the highlight colour instead on press colour |
| Answer question | When switch subject, sound doesn’t restart | 1 | Reset the sound |
| Wildcard | Switch position: “I don’t want to switch position!”; no option for this also it didn’t seem to work. | 2 |  |
| Dice | “doesn’t feel like you’re rolling some dice”. | 2 | Suggestion from play testers  maybe it should hit the board faster or harder?  Add dots instead of numbers.  Roll onto empty space (instead of dropping onto the pawns)  Or like Mario party can roll off the screen  Add impact sound effects |
| Dice | No indication you need to shake to roll the dice | 3 |  |
| Movement | Pieces teleport, hard to tell what’s going on? | 3 | Animated Movement one square at a time |
| End screen. | List of players ordered by position does not appear, instead we get a white screen with blue button. | 4 |  |
| Communication | “Didn’t feel like I was progressing”; not clear what space you’re on - space 5 or 20? A lot better on iPad. | 3 | Pinch to zoom in.  Announcements: e.g. player 1 has just overtaken player 2 |
| Communication | Sometimes you don’t know what it says, “move 2 spaces but the text goes away too fast”. | 2 |  |
| Learnability | Didn’t know what the principal card was | 3 | Make basic tutorial - say 5 or so screens display with next/previous buttons |
| Communication | Don’t know if tiles are special | 2 |  |
| UI Camera | Its hard to tell where you are on the board | 3 | Change the camera to make it easier and prob ad some UI elements to be floating on each side of the board telling how far you are to winning etc. |
| Main menu | Some people never clicked on the icon where you can change colours and went to immediately play mode, they claim they didn’t know that they could do that. | 2 | Make it clearer that it’s an icon that they can change colours, example: text telling them, tooltip |
| Repetitiveness | Some people get bored eventually when they hit the halfway mark of the game | 3 | Spice up some question, make the wild card more unique and always/more positive |
| Green/Red stops on board | On the game board there is an arrow that tells the player red, and it goes back but sometimes they go forward and the green arrow sends them back | 3 | Update the wild cards to be correct depends on where the player is standing |
| Loneliness | The game is too quiet, and needs to have some sounds around the game for the buttons, background etc | 2 | Adds sound to most of major things such as background. Button presses etc. |
| Balanced questions | Most people said that the questions have a weird difficulty curb, some questions might be very easy while some others are straight up impossible to know. | 2 | Change the question and answer for them, or don’t use those ones. |
| Switch card | Nearly nobody noticed the switch cards section, if the question was hard, they would usually just guess it. | 2 | Make it easier to know e.g. change the UI to make it more obvious |
| Particle effects | When getting the question right or wrong make it have some sparks being all positive showing the player they are moving forward.  On the board have particle effect on the good places on the board like wild card etc. | 2 | Add particle effects |