Testing Group C4

In order to make our app the best it could be, we did white and black box testing and also got participants to take part in a questionnaire. This allowed us to see what did and didn’t work with our game. The following is what we learnt changed:

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| Part of game | Analysis | Changes |
| Games Menu Usability | 100% users liked the way the menu worked, some noted that it allowed them to be familiar with the game before the timer starts and thought the fact it was in itself a maze was very interesting. | Feedback was completely positive, so no changes needed |
| Graphics | 95% of users either said the games graphics we either good or very good. A few noting they liked the retro 8bit style. Some wrote how they felt the spotlight was too square and did not really make sense. | Feedback suggested that spotlight didn’t make sense as just being a square so we changed the square to be more of a circle spotlight. |
| Character Movement | 60% said they found the movement good or very good. Many noted it was jumpy and did not feel natural, felt like “moving chess piece” | Changed character to move only a few pixels at a time and change forward arm each time so it looked more like the character was running |
| Understanding of the goal of the game | 100% said they had a very good understanding of the game some writing that it was “too find the portal” which was correct | Feedback was completely positive, so no changes needed |
| Game difficulty | 90% said that at level 1 difficulty was good or very good, however at level 4 that decreased to 70%. Some noted that they took ages to complete level 4 as they kept taking wrong turn. | We decided that although some users found level 4 too difficult, the difficultness allows the game to be competitive and the scores to be varied and for that reason we decided to not make it easier for competitive integrity |
| Pick ups | 100% said that they understood what the pick ups do, and all put the correct answers when queried on them in the form. A couple of people suggested that potentially a pick up to increase/decrease speed could be interesting. | We also liked the idea of a speed pick up so that was implemented to the game |
| Games smoothness | 40% said the game smoothness was good or very good. Some commenting “very laggy, hardly ran at level 4” | Used threading to make the game run a lot smoother |