Small-scale test 28-12-2023

# Introduction

## Goal of the test

The goal of this test was to validate my design, including the new tutorial and dialogue system, as well as ironing out any smaller errors in terms of usability or content.

# Instructions

## For the tester

This test is a think-aloud test. Encourage the player to think aloud while observing the gameplay to see for any errors they make or issues that arise.

The game has two days, the tutorial and first day. The game is completed after this.

# Results

## Observations

The player spent too much time in the tutorial, causing confusion as the day was almost over already.

The player is reading the latest mails first, which can cause them to skip some things.

After adjusting the day length of the tutorial, the player found himself waiting a long time for the day to end.

There should be a warning to explain the day is almost over.

## Direct feedback

The title is hard to read against the white background.

There was a language error in some of the dialogue.

The notes on the phone have odd formatting.

There is no animation for the printer.

There is an error in the e-mail address of the boss; he should be using his work mail and not his personal mail.

You should explain how this mailbox contains three separate mail addresses.

There could be a click icon for dialogue, so the player knows the controls for it.

# Conclusion

## Findings

* Minor errors, such as some spelling mistakes, consistency errors or clashing visuals.
* The player reads the last mails first, which can cause story inconsistencies.
* There need to be some time adjustments
* There needs to be a way to end the day prematurely and explain to the player when this is a good idea.
* The end of the day should be announced before it happens, so players will not get confused.

## Next steps

The next steps are to implement these changes and potentially do a final test.

1. Fix the smaller errors
2. Reverse the order of the mail list.
3. Increase the time on the tutorial day.
4. Add a button to end the day prematurely.
5. Dialogue should announce that the day is about to end.