Small-scale test 28-12-2023

# Introduction

## Goal of the test

The goal of this test was to validate my new end day button and added dialogue and to see if the game is finished.

# 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. Afterwards, ask for feedback on the game. Ideally, the player should not have any moments where they wait without doing anything and instead make use of the end day button.

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

# Results

## Tester 1:

## Observations

When reporting a mail that is supposed to be deleted, the player receives a warning that the mail is important.

The player did not finish all mails because they wanted to save the mails for later.

## Direct feedback

-Visual improvements

-Text Formatting improvements

-It would be good to have a way to see how you did in the end, a “stats screen”. This has been asked by multiple people.

# Conclusion

## Findings

The only real pressing issue is the stats screen, to show the player how they did. Otherwise there are only small visual improvements required.

## Next steps

Add a stats screen to the end of the game.