

## Focus Test IV Summary

Spring 2016

CMS.611 Project #4: Ghes

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Date: 5/9/2016

### A. Pre Focus Test: Preparation

1. What is the goal of this focus test? What do you want to learn? (Question, data, etc.)

- The **goal** of this Focus Test is to test the effectiveness of our user feedback mechanisms and get a better evaluation of our UI/UX in general. The game mechanics are all there and implemented for both the player and spectator, so we are looking to get suggestions on how we can overall improve the juiciness of the game. In particular, we wanted to test on the “naive user” - people who have never played the game before - to make sure we were ready to be tested on during presentations. We also did a huge overhaul of the look and feel of the game since the last tests, so we wanted to see how this improved/changed people's experiences.
- Players & Spectators
  - Can you comment on the look and feel of the game as you play/watch?
  - What is intuitive, what isn't?
  - Do you feel like you are following what is happening in the game? Are we giving you enough information (to pick up the game right away)?
  - Can you point out any “dull” moments in the game? What were the most exciting moments?

2. *Attach a copy of the testing survey, interview question list, observer sheet or other testing documentation used to gather & allow analysis of testing data. Could be a print out of a Google form.*

### B. Post Focus Test: Observations & Intended Actions

1. Number of testers: 4 Who were they: Eugene Chen, Lucien Morales, Eric Wang, Jason Liang

2. Summary of results (should be supported by data gathered by testing.)

- The players in the beginning were not aware when their turns ended and began. “Why can't I do any moves right now?? ...oh, it's turn-based.”
- The first couple rounds when the player didn't have enough energy to make any moves or did not find any of the moves to be worthwhile, they were frustrated, being unaware that there was a “pass/skip” button. We had to prompt the players to do this to get the game moving.
- People enjoyed being able to toggle between multiple views in the spectator screen. They felt they had a tangible advantage over the layers in terms of the information they could see/gather, which made it exciting to watch. Also, they had something to do while players were thinking or strategizing (while there's no movements on the board) - they would toggle the different views and talk about what they would do if they were playing and how great/bad certain moves were.

- We noticed the players had a much easier time moving through the pre-game steps (character selection and placement of characters) since test 2. We barely had to give any instructions on what was happening and what they were supposed to be doing. The feedback mechanisms seemed to be effective.

### 3. Intended actions/changes to design:

- A more obvious indicator of changes in turn. When a player's turn ends, visually we would like it to be much more obvious that they cannot make moves while the other player is playing. Some of the cues we have currently are still too subtle.
- Better design with regards to the buttons. Move/turn/attack seemed to be pretty intuitive but pass/skip needs a better presence on the screen and a better icon to communicate what it does.

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