

## Focus Test III Summary

Spring 2016

CMS.611 Project #4: Ghesse

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Date: 5/4/2016

### 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 better understand the effectiveness of the e-sport aspect of the game. We revamped our spectator view following the results of Focus Test II and wanted to test how well features and feedback mechanisms would communicate the game to the spectators.
- Spectators
  - Do you feel that you're missing any information from the game?
  - Could you talk throughout the game about what you're seeing and what the players are doing?
  - What do you think of the layout? Do you find it to be conducive to spectating?
  - Can you imagine what the players might be doing when you see things happen on the spectator view?
  - Are there any moments of disconnect you feel from the players? At what moments do you feel you can relate to the players?

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:   3   Who were they: Lisa A., Jeremiah C., Dimitris K.

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

- This looks very similar to what I would see if I was a player. It almost looks like I could play but of course none of the controls work. I actually kind of like this - it makes me feel like I'm involved in the game. But it also feels a bit off, like it wasn't meant to be a spectator view.
- Why was this character able to move this way but this other character not? What establishes the rules for what some characters can do and what they cannot? (This was actually very essential - the players were learning about each character in detail during the team selection phase, but since spectators don't go through this step, they are left in the dark about this info)
- I like the player stats that allow me to see what characters both players chose and who died when. This is info that the players don't have and I feel exclusive having this information.

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

- Add more “special effects” that only spectators can see? We want them to feel like they have more information than the players, that they sort of have an exclusive access to certain perspectives and views that the players do not.
- Have something that will let the spectators learn about the characters’ powers and traits as they watch. There is also a lot of downtime - moments when the players hang to think about their next move for example - when we feel that we could give spectator mechanisms to learn the game better or get different breakdowns of what’s happening in the game.

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