

Project #:   2   Team   Hisshiss (Jorrie B., Nayeon K., Giulio G.)  

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### **A. Pre Focus Test: Preparation**

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

- What are the players learning as they play
- Learn what confuses the player
- Testing effectiveness and completeness of info presented

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:   Forrest, Nick, Eric  

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

- Testers found first snake to be very easy, but as it got more and more complicated, got confused or frustrated. (some mentioned this confusion was challenging and therefore fun)
- Collisions were confusing. Because it was the same collision message for all kinds of collisions, they were not sure where or why they were colliding.
- People didn't know why or how to take advantage of the 1 key being able to take you to a previous snake. ("wasn't sure what the reason was for being allowed to go back")
- There are empty spaces where previous snakes' starts and exits were - all of the testers perceived this as wormholes, and were confused when they got collision messages.
- One player "assumed gray snake was computer" - how should we communicate that gray snakes are your previous moves?
- We should demo with easier levels first. Our demo level was a pretty challenging puzzle. People enjoyed the challenge but the learning curve was higher this way, so maybe make an easy level as a form of "tutorial" and then allow people to access harder levels.

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

- Better collision messages
  - You collided with yourself or
  - You collided with another snake or
  - You collided with wall!
- Indicate previous snakes moves by adding color rather than using gray snakes (feedback: “might be easier to distinguish if color different”)
- The snakes may need to have faces (hard to distinguish between head and tail)
- Visually show where do your previous snake intend to move (it’s hard to remember your all of your previous routes)
- Create an easier “tutorial” level to help users understand better and then challenge them with the harder level

#### Interview Questions List:

- Additional instruction suggestions?
- What was confusing at the start?
- What happen when you collided with something?
- What did you think was the objective of the game?
- What was happening with the dark grey squares?

#### Tester 1 Comments:

- bumping into other snakes confused player
- stuck in a position, not sure what to do (should go back to prev. snake)
- “hole in the bottom I went and nothing happend”
- shadow bumping into current snake returns same collision message confusing
- “assumed gray snake was computer”
- “might be easier to distinguish if color different”
- “wasn’t sure what was the reason I was being allowed to go back”
- easy to figure out you can’t bump into wall
- confusing that you get collision message when red snake goes into open space

#### Tester 2 Comments:

- people seem to assume holes in the wall are like worm holes

- clearer collision messages (ie you collided with yourself, you collided with a shadow)
- quit in the middle, but didn't seem angry? seemed more like he was enjoying the challenge
- what were the dark grays doing "it took me way long to figure out but it was fulfilling to figure out"

**Tester 3 Comments:**

- Made the same move as all other users: moved immediately left with green because there was nothing to indicate a snake would come from green's immediate left
- Quickly intuited what was going on with above collision
- Figured it out quickly
- Took me a second to plan it out
- "There seems to be lag on controls that made me crash into stuff"