

Participant(P1,P2,P3):

Consent Signed? Yes/No

Warm-Up Questions:

- 1) Have you played similar games before? If yes can you describe the game please?
- 2) What kind of games do you usually play?
- 3) Do you have any questions before we begin?

TASK 1: Launch the Game and Navigate Main Menu

Instructions:

"Please launch the game and explore the main menu. Now please tell me what options you see and what do you think they mean?"

Observations:

Game launched successfully: ☐ Yes ☐ No  
Menu options clearly visible : ☐ Yes ☐ No  
Found Instructions: ☐ Yes ☐ No  
Found leaderboard: ☐ Yes ☐ No  
Text is readable: ☐ Yes ☐ No  
Help Requested: ☐ Yes ☐ No

Usability Issues identified and their severity from (1-5):

TASK 2: Read Instructions and Understand the Objectives of the Game.

"Can you please find and read the game instructions?"

Observations:

Found instructions: ☐ Yes ☐ No  
Appropriate and readable font size : ☐ Yes ☐ No  
Understood the main objective ( escape in 5 minutes): ☐ Yes ☐ No  
Understood the controls: ☐ Yes ☐ No  
Help Requested: ☐ Yes ☐ No

Questions to Ask?

What do you think the main goal of the game is  
How do you move?

Usability Issues identified and their severity from (1-5):

Task 3: Start the Game and Initial Impressions of the use:

“Please start a new game and tell me what is your first impressions about the game.”

Observations:

Game started successfully: ☐ Yes ☐ No  
Started in paused state: ☐ Yes ☐ No  
Game runs in 30-60fps: ☐ Yes ☐ No ☐ Stuttering  
Game is family-friendly: ☐ Yes ☐ No  
Game is humorous: ☐ Yes ☐ No  
Map boundaries are clear: ☐ Yes ☐ No  
University like environment: ☐ Yes ☐ No  
Help requested: ☐ Yes ☐ No

Usability Issues identified and their severity from (1-5):

Task 4: Testing Game controls simplicity and Testing Maze Environment:

Instructions: “Please unpause and try moving around the maze. Tell me how does the controls feel? Do you notice anything university like about the environment”

Observations:

Found unpause easily: ☐ Yes ☐ No  
Controls are simple : ☐ Yes ☐ No  
Character responds instantly to input: ☐ Yes ☐ No  
Got stuck trying to figure out controls: ☐ Yes ☐ No  
Help Requested: ☐ Yes ☐ No  
Campus map boundaries are clear: ☐ Yes ☐ No  
Map always visible to the player: Yes ☐ No  
Understand where players can/ can't go: ☐ Yes ☐ No  
University-like features present: ☐ Yes ☐ No  
Could notice campus features: ☐ Yes ☐ No  
Have you noticed any hidden events? ☐ Yes ☐ No  
What campus features noticed? \_\_\_\_\_

Usability Issues Identified and their severity from (1-5):

Task 5: Pause Functionality

Instructions:

“Please pause the game ; explore the pause menu, then resume.”

Observations:

Could pause at any time: ☐ Yes ☐ No  
Pause menu appeared: ☐ Yes ☐ No  
Timer froze during pause: ☐ Yes ☐ No  
Could resume without lags: ☐ Yes ☐ No  
Help requested: ☐ Yes ☐ No

Usability Issues Identified and their severity from (1-5):

Task 6: Interacting with Visible Negative Events:

Instructions: “ As you explore the map, look for obstacles or challenges, Try to interact with a few of them.

Observations:

Identified negative events: ☐ Yes ☐ No

Text boxes are clear: ☐ Yes ☐ No

Events are manageable: ☐ Yes ☐ No

Understand how to overcome the negative events: ☐ Yes ☐ No

Clear visual clues: ☐ Yes ☐ No

Number of different negative events encountered: \_\_\_\_\_

Help requested: ☐ Yes ☐ No

Usability Issues Identified and their severity from (1-5):

Task 7: Interacting with Visible Positive Events:

Instructions:

“Look for helpful items that might benefit you. Try to interact with a few of them.”

Identified positive events: ☐ Yes ☐ No

Visual cues are clear: ☐ Yes ☐ No

Text boxes are clear: ☐ Yes ☐ No

Events made game more fun: ☐ Yes ☐ No

Number of different positive events encountered:...

Help requested: ☐ Yes ☐ No

Usability Issues Identified and their severity from (1-5):

Task 8: Finish the Game in 5 Minutes:

“Continue Playing the game and try to finish in 5 minutes. Your main goal is to escape maze in 5 minutes .”

Observations:

Timer always visible: ☐ Yes ☐ No

Timer display clear and readable: ☐ Yes ☐ No

Score is visible: ☐ Yes ☐ No

Not distracted by side activities: ☐ Yes ☐ No

Exit is clear: ☐ Yes ☐ No

Time taken:

Score displayed clearly: ☐ Yes ☐ No

Help requested: ☐ Yes ☐ No

Usability Issues Identified and their severity from (1-5):

### Task 9: View Leaderboard With top 5 scores

"Please have a look at the leaderboard"

#### Observations:

Found leaderboard easily: ☐ Yes ☐ No

Leaderboard shows top 5 scores: ☐ Yes ☐ No

Leaderboard shows player names: ☐ Yes ☐ No

Leaderboard shows scores clearly.

Help requested: ☐ Yes ☐ No

Usability Issues Identified and their severity from (1-5):

#### Post-Test Questions:

How would you rate your overall experience from 1-5?

- 1) Very bad
- 2) Bad
- 3) Average
- 4) Good
- 5) Excellent

What did you like most about the game?

What did you like least about the game?

How easy was it to navigate the game menus and interface?

- 1) Very difficult
- 2) Difficult
- 3) Average
- 4) Easy
- 5) Very Easy

Did you encounter any confusing instructions?

- 1) Yes
- 2) No

If yes, Please Tell Me

Were there any features that were difficult to use?

How would you rate the visual design of the maze and environment? (please explain your answer)

- 1) Very bad
- 2) Bad
- 3) Average
- 4) Good

5) Excellent

What improvements would you suggest for the game?

Was there any technical issues you encountered? (If yes, please explain)

What features would you want added to game?

Is there anything else you would like to share with us about the game?