Critical Critters: Heuristic Evaluation (Oct 2018)

# Summary

Greetings, valued e*valued*ator. We at Sudden Death Studios greatly appreciate your extrinsically-motivated-but-totally-voluntary participation in the evaluation of the Critical Critters user interface.

Before and during this process, please be aware of the following:

* This evaluation is expected to last up to **30 minutes**
* When making a note in a heuristic domain, please **write it in the format:** [*severity*]:[issue], where *severity* is a rating, between 1-5, of the severity of the issue, and *issue* is a description of the issue of concern.
  + For example: 2: The rainbows are missing an ultraviolet band. I’m a bee and this impacts my rainbow experience.
  + For example: 5: The game crashes and deletes itself out of frustration when I annihilate every player at once. Including myself.
* Feel free to suggest possible solutions in your issue(s)
* It is recommended to **note issues as they crop up**, instead of attempting to linearly complete the form start-to-finish

# Sources

Heuristics in this evaluation have been derived from the following sources:

1. H. Desurvire and C. Wiberg, *“Game Usability Heuristics (PLAY) for Evaluating and Designing Better Games: The Next Iteration”* in *OCSC '09 Proceedings of the 3d International Conference on Online Communities and Social Computing, San Diego, CA*, *19-24 July 2009, pp. 557-566*

# Evaluation

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| --- | --- | --- |
| **Heuristic** | **Issues and Notes (severity: issue)** | |
| **Enduring Play**  *- The players finds the game fun, with no repetitive or boring tasks*  *- The players should not experience being penalized repetitively for the same failure.*  *- The players should not lose any hard won possessions.*  *- Gameplay is long and enduring and keeps the players’ interest.*  *- Any fatigue or boredom was minimized by varying activities and pacing during the game play.* |  | |
| **Variety of Players and Game Styles**  *- The game supports a variety of game styles.*  *- The game is balanced with multiple ways to win.*  *- The first ten minutes of play and player actions are painfully obvious and should result in immediate and positive feedback for all types of players.* | |  | |
| **Player’s Perception of Control**  *- Players feel in control.*  *- The players have a sense of control and influence onto the game world.* | |  | |
| **Coolness/Entertainment**  *- The game offers something different in terms of attracting and retaining the players’ interest.* | |  | |
| **Humor**  *- The game uses humor well.* | |  | |
| **Immersion**  - The game utilizes visceral, audio and visual content to further the players’ immersion in the game. | |  | |
| **Documentation/Tutorial**  - Player does not need to read the manual or documentation to play.  - Player does not need to access the tutorial in order to play. | |  | |
| **Status and Score**  - Game controls are consistent within the game and follow standard conventions.  - Status score Indicators are seamless, obvious, available and do not interfere with game play.  - Controls are intuitive, and mapped in a natural way; they are customizable and default to industry standard settings.  - Consistency shortens the learning curve by following the trends set by the gaming industry to meet users’ expectations. If no industry standard exists, perform usability/playability research to ascertain the best mapping for the majority of intended players. | |  | |
| **Game Provides Feedback**  - Game provides feedback and reacts in a consistent, immediate, challenging and exciting way to the players’ actions.  - Provide appropriate audio/visual/visceral feedback (music, sound effects, controller vibration). | |  | |
| **Burden On Player**  - The game does not put an unnecessary burden on the player.  - Player is given controls that are basic enough to learn quickly, yet expandable for advanced options for advanced players. | |  | |
| **Screen Layout**  - Screen layout is efficient, integrated, and visually pleasing.  - The player experiences the user interface as consistent (in controller, color, typographic, dialogue and user interface design).  - The players experience the user interface/HUD as a part of the game.  - Art is recognizable to the player and speaks to its function. | |  | |
| **Error Prevention**  - Player error is avoided.  - Player interruption is supported, so that players can easily turn the game on and off and be able to save the games in different states.  - Upon turning on the game, the player has enough information to begin play.  - Players should be given context sensitive help while playing so that they are not stuck and need to rely on a manual for help.  - All levels of players can play and get involved quickly and easily with tutorials, and/or progressive or adjustable difficulty levels. | |  | |