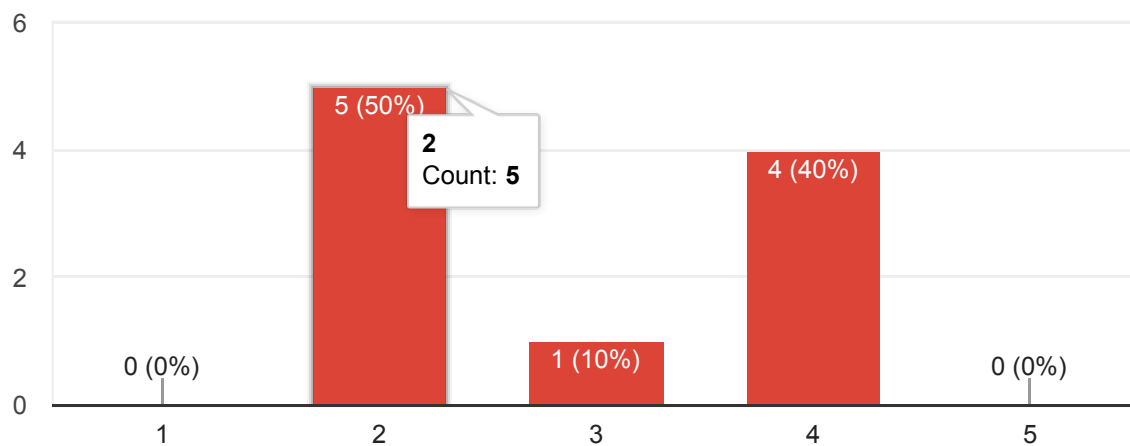


# UX Game Feedback

10 responses

Was it easy to understand what had to be accomplish / how to win the game?

10 responses



Comments - what did you like / dislike / how to improve? Any other comments?

9 responses

It was confusing (2)

Nice concept, I don't really play games and I've only played an AR game once so I had to get my head around the mechanics but it was easy enough to understand once I'd played through it once.

Once you have played it once or twice it is intuitive to understand

Game was fast paced which feels good for an AR game

It was easy to understand when also explained in person but might have been hard from just the menus,

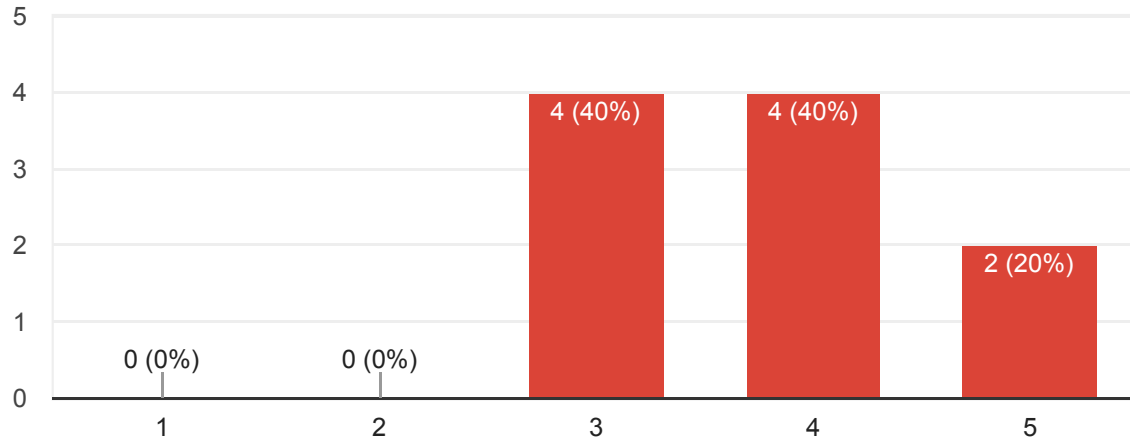
The ingredient is not shown in the game screen. You have to look for it in the menu.

Unclear objectives in the game.

Unclear. No warning, thing happen all of a sudden.

## Was interaction with the game logical? (The tap screen and the orientation that the game was implemented in)

10 responses



## Comments - what did you like / dislike / how to improve? Any other comments?

9 responses

instructions need to be shorter and clearer (2)

I understood what to do, I just wasn't always sure what to click on (the world or the square).

Not fond of the spheres appearing directly inside of where you are standing - it's a little confusing

Color of buttons could be hard to see depending on lighting

Yes, good orientation and intuitive to tap

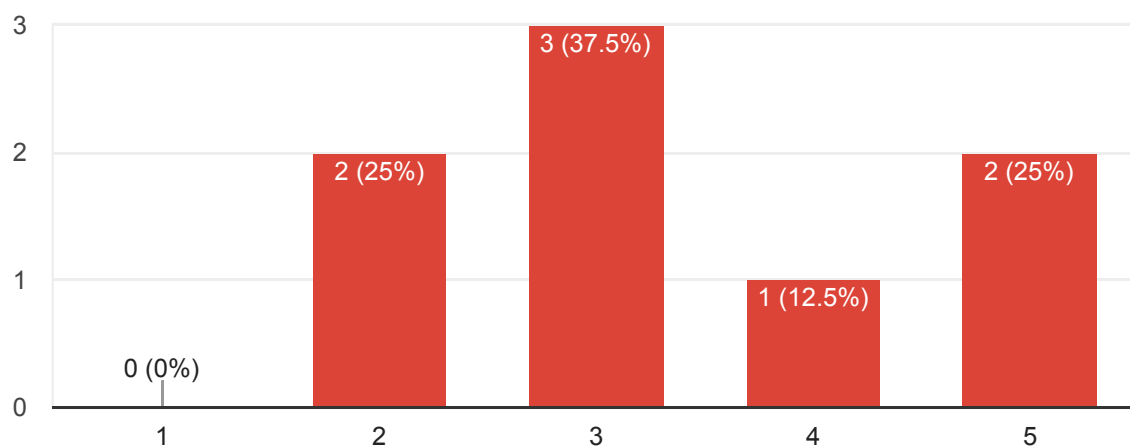
I hope the interaction menu on the planet is more distinctive and always face to the user.

Logical interaction, but it did involve unnecessary actions

Interaction made sense.

## Did it make sense how things are represented in the game?

8 responses



## Comments - what did you like / dislike / how to improve? Any other comments?

9 responses

Yea, I liked the idea of the planets (2)

Colour co-ordination made it easy to understand e.g. red = bad, green = good.

It's very clearly represented - only improvement would be more UI on the main screen to show you how many resources and weapons you have collected

Green and red are very distinct colours, easy to differentiate

It was a bit hard to tell exactly what was happening with the infection

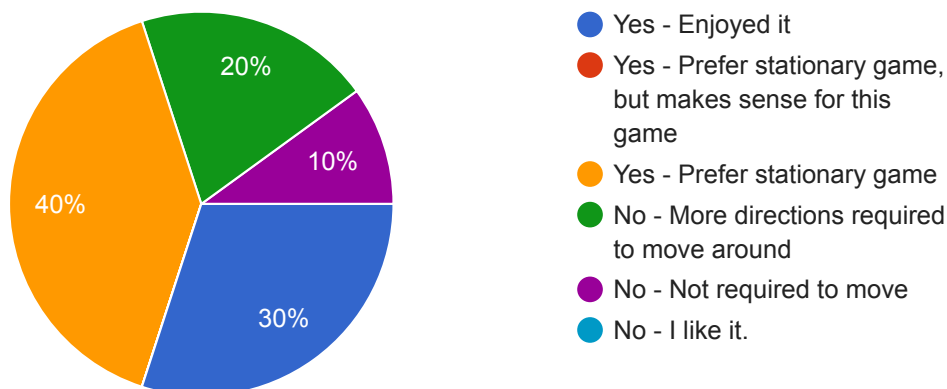
Same comment as above

There were additional clicks that had to be done that didn't have to be.

No warning, things are shown in menu only when planet is selected, no way to see what planet has available beforehand.

## Were you encouraged to move around while playing game?

10 responses



## Comments - what did you like / dislike / how to improve? Any other comments?

6 responses

I think it would have been better if I'd played it in a bigger room.

Would be better to have planets be a minimum distance before being intractable

I liked moving around and the spatial element a lot

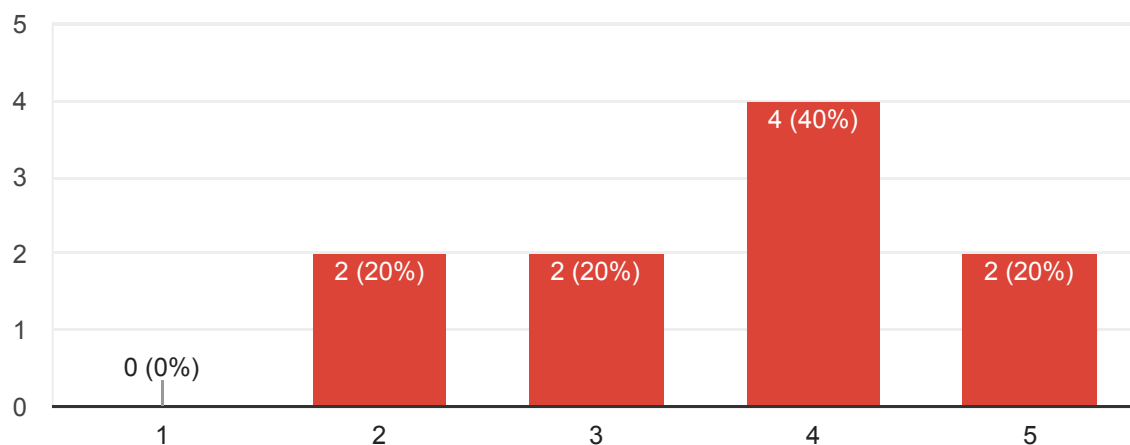
Maybe the planets occupy too much space

Could stand in the middle and touch any planet.

Could hit any planet from any position.

## Is the UI (User Interface - the buttons, and menus, text, those things..) clear and logical? (Ignoring the art)

10 responses



## Comments - what did you like / dislike / how to improve? Any other comments?

8 responses

I liked It yes (2)

It wasn't complicated, I think I would be more used to it if I played games.

Pause and inventory menu combined is good for this game

Yes, the UI was very good

Don't have many UI now

UI was small around the planets, not comfortable, uncertain what had to be done.

Clear UI but not required for this game I think.

## Any other comments?

4 responses

no (2)

Good job :)

Having an indicator of which planet will be infected next will be good to avoid unexpected loss

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