

Monitored Evaluation Notes

Participant number	Number of times help was required	Any suggestions / improvements	Notes
1	5	Tutorial needs updated about anonymous login	Collected Marbles go from right to left
		Speed controls should maybe be in the same place as the other playback options	The exact use of the reset marbles button Speed slider is useful
		Can only click the difficulty autocomplete once	What colour marble will it activate
		If I make a mistake with the set up do I need to restart?	What does the crossover do?
		Least efficient solution is the one made for the user, so they have a range of pieces to use instead of a set amount	
		First time you play other puzzles games but then it goes much faster, maybe add an option for the board to speed up in puzzles	
		Maybe change the example boards to launch that example or not link to it at all	
2	3	Possibly make the orange options more obvious compared to the other parts	How related are the components to a physical computer? Where was pause?
			Do the marbles correspond to the numbers added during the addition?
			No huge issues on getting round the board

3	2	<p>The bold white on the tutorial isn't great</p>	<p>Followed the path of the ball before letting it drop</p> <p>Talked a little about the power of the GearBit piece</p> <p>Had to be told about the multiple pages of puzzles</p> <p>Wasn't 100% sure that the middle piece on the bottom row can release red or blue</p> <p>Wasn't super clear that you needed to play through the puzzle to get the solution</p>
4	2	<p>Maybe too many buttons on the sidenav</p> <p>Because the list stops midway it looks like that is the only puzzles available</p> <p>A bit laggy when looking at the starting pieces</p> <p>Can't go back when making the puzzle</p>	<p>No major issues going through the first couple of tasks</p> <p>Which part of the slider makes it faster or slower</p> <p>Didn't see the paginator at the start</p> <p>The section at the bottom wasn't 100% clear, which part the marbles would spawn</p>
5	2	<p>Let the user choose how many puzzle per page</p> <p>Interactive tutorial</p> <p>Maybe move the buttons around something</p>	<p>What are the options in the tutorial</p> <p>Why different slots? (Pin vs compSlot)</p> <p>Did drag and drop first instead of click and place</p> <p>Click to rotate is good</p> <p>Drag and drop may be too slow to do, so see why click and place is better</p>

some of the options
might not be very easy
to see

How exactly does the
addition work

Likes how a user must
make a solution to create
the puzzle