**P6 end user testing and feedback**

**Traceball: User Testing**

After having multiple high fidelity prototypes the next stage to making sure the product was of a high quality was to test it, to gain data and constructive criticism I allowed certain work colleague’s, friends and some strangers to interact with the prototype, I then gave them all a box to write any feedback they had and to include one bad and one good thing about the game as well as an invite to try and break the game.

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| User Name | Breaking method | Expected Outcome | Actual Outcome | Feedback from user | Actions Taken |
| Daniel Edison | This user stayed just outside of the square’s radius to see if collision was working. | The user should see a life reduce only when the smaller square has been fully covered | The collision system worked, and a life was not lost at any other time than fully being covered. | Collision worked properly, the game was quite short and fun but no real reward for doing well. | None needed |
| Sam Dearing | Can the player not lose a life when getting fully covered by the NPC | A life should have lost after being covered by NPC. | Lives were being reduced correctly. | The game felt quite dull however getting a high time was satisfying. | None needed |
| Joe Williams | Does the game end when the user loses all 3 lives very quickly? | The game should end after losing 3 lives. | The game did not end correctly after losing all 3 lives in less than 10 seconds. | Aside from the glitch, the game is quite fast paced however can get a little dull after a while. | The reset on the squares had a timer on it however the squares were still appearing. I added a delay to the reset and this fixed the issue. |
| Jon West | Can you somehow force the character outside the playable area? | The user should not be able to get their square out of the playable area given. | The user was able to cause an error by trying to leave through one of the corners. | Causing the error deterred me from going back into the corner making the game quite difficult however aside from that it is quite easy to understand. | I tested the game and found the collision of the area was not set properly so it was changed. |
| Ryan Edwards | How high can the timer go? | The timer should go on till the player loses all 3 lives. | The timer continued as planned however was overlapping the text after 10 minutes. | The timer glitch wasn’t that much of an issue however after a minute the game becomes too easy. For the first minute it is much better. | I added more spacing to the timer and this fixed the issue. |