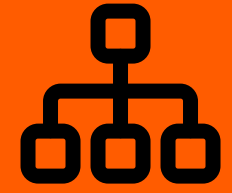

USABILITY TEST

VR Beerpong

Date:
14.12.2022

STRUCTURE



Questions before

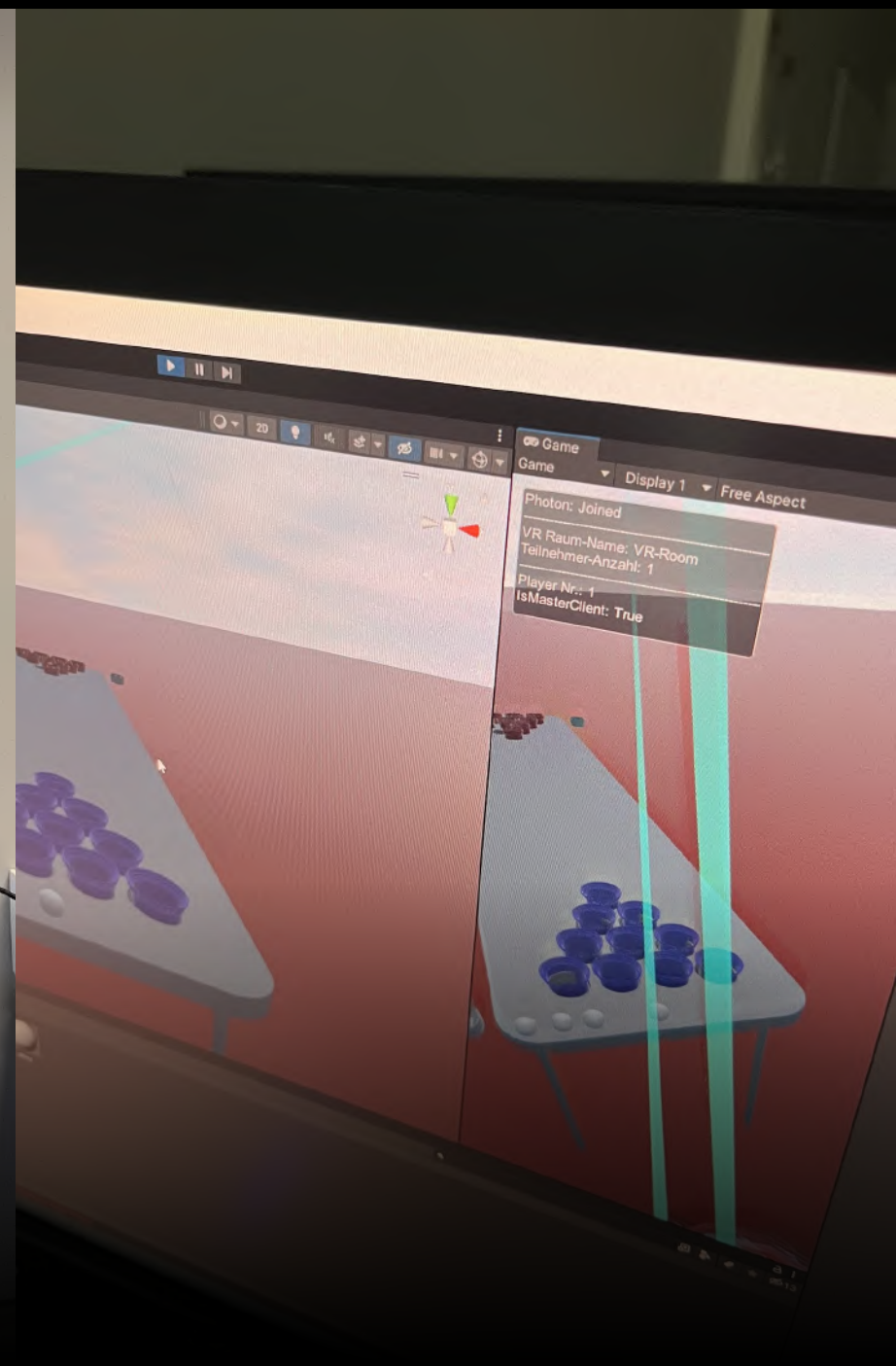
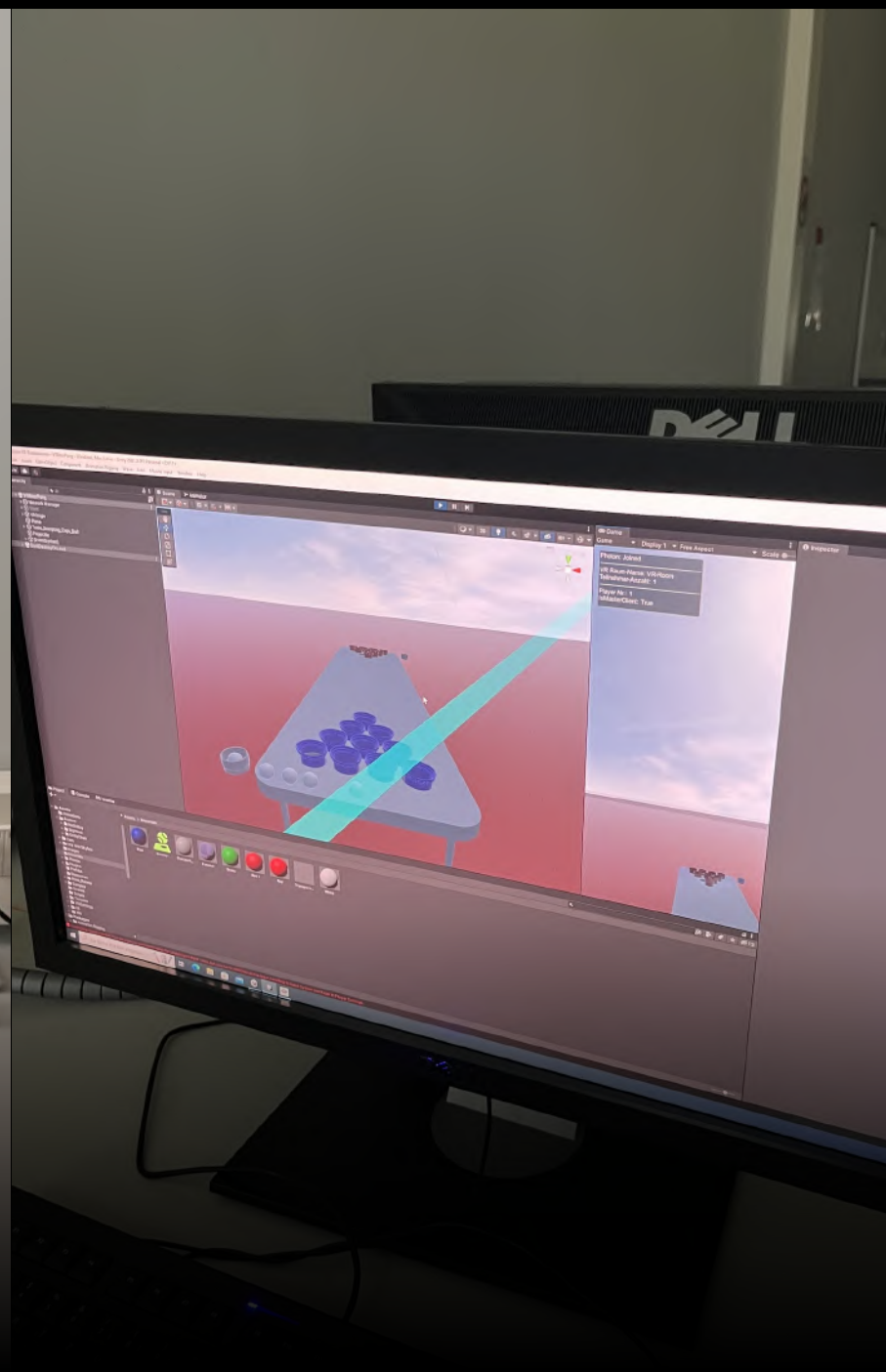


Testing



System Usability Scale

TESTING



TESTING

Feedback from Users 1

Good / Liked

Nice that the controller adapts the width of the ball

Good size of the table

Had fun during the game

Improvements

Room with party / add environment

Score window how many cups are left

TESTING

Feedback from Users 2

Good / Liked

That you can pick up the balls that are really far away

The game is really fun

Improvements

Don't hit the own cup (destroy the own cup)

Environment with party would be good

Scoreboard specially in the multiplayer mode

TESTING

Feedback from Users 3

Good / Liked

Had fun during the game

Improvements

The environment should be improved

Cheat just place the ball on top of the cup

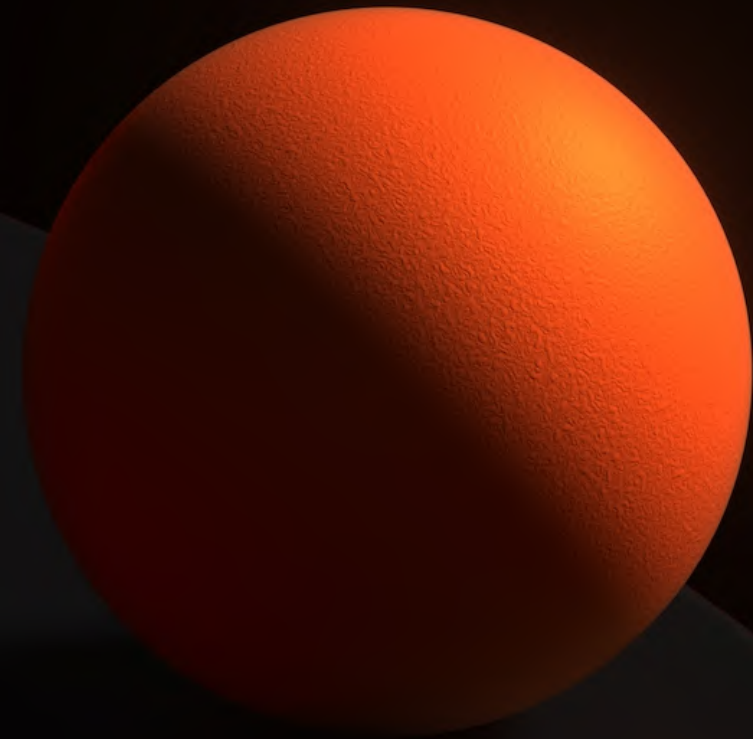
Add music into the environment is important

After: System Usability Scale (SUS)

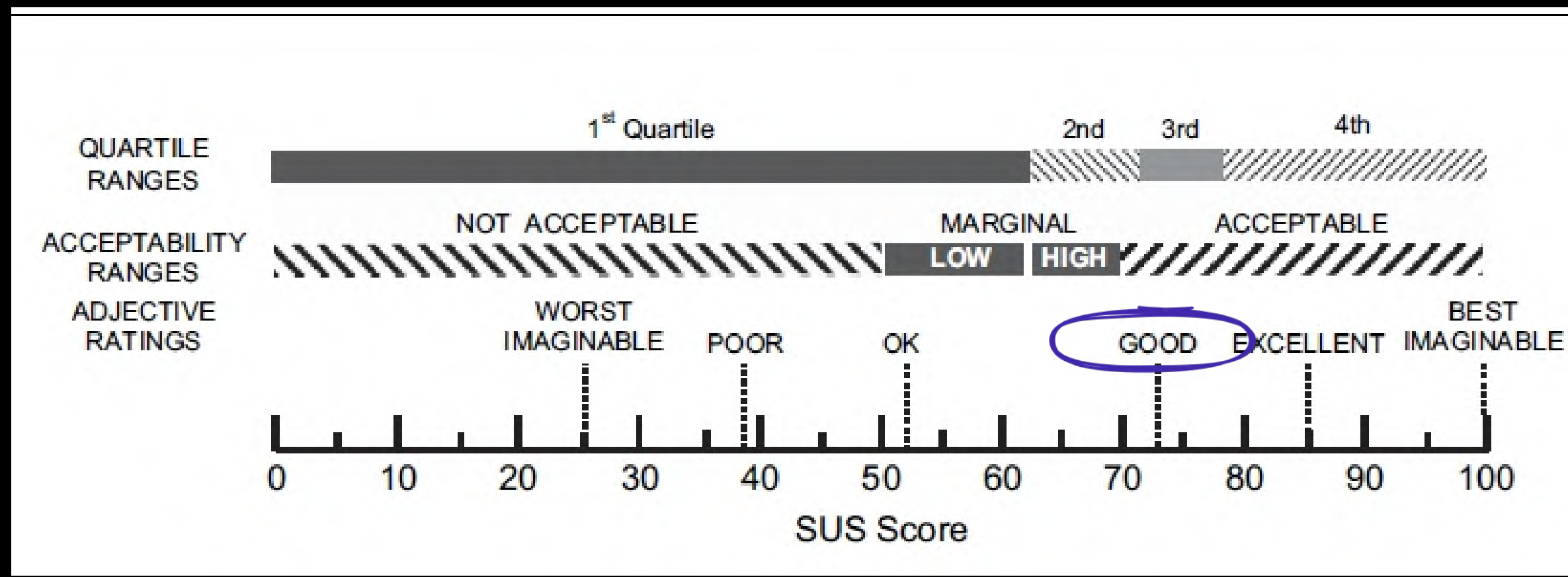
| | Strongly disagree | | | | Strongly agree |
|---|----------------------|---|---|---|-------------------|
| 1. I think that I would like to use this game frequently | 1 | 2 | 3 | 4 | 5 |
| 2. I found the game unnecessarily complex | 1 | 2 | 3 | 4 | 5 |
| 3. I thought the game was easy to use | 1 | 2 | 3 | 4 | 5 |
| 4. I think I would need the support of a technical person to be able to use this game | 1 | 2 | 3 | 4 | 5 |
| 5. I found the various functions in this game were well integrated | 1 | 2 | 3 | 4 | 5 |
| 6. I thought there was too much inconsistency in this game | 1 | 2 | 3 | 4 | 5 |
| 7. I would imagine that most people would learn to use this game very quickly | 1 | 2 | 3 | 4 | 5 |
| 8. I found the game very cumbersome to use | 1 | 2 | 3 | 4 | 5 |
| 9. I felt very confident using the game | 1 | 2 | 3 | 4 | 5 |
| 10. I needed to learn a lot of things before I could get going with this game | 1 | 2 | 3 | 4 | 5 |



RESULTS OF THE SUS

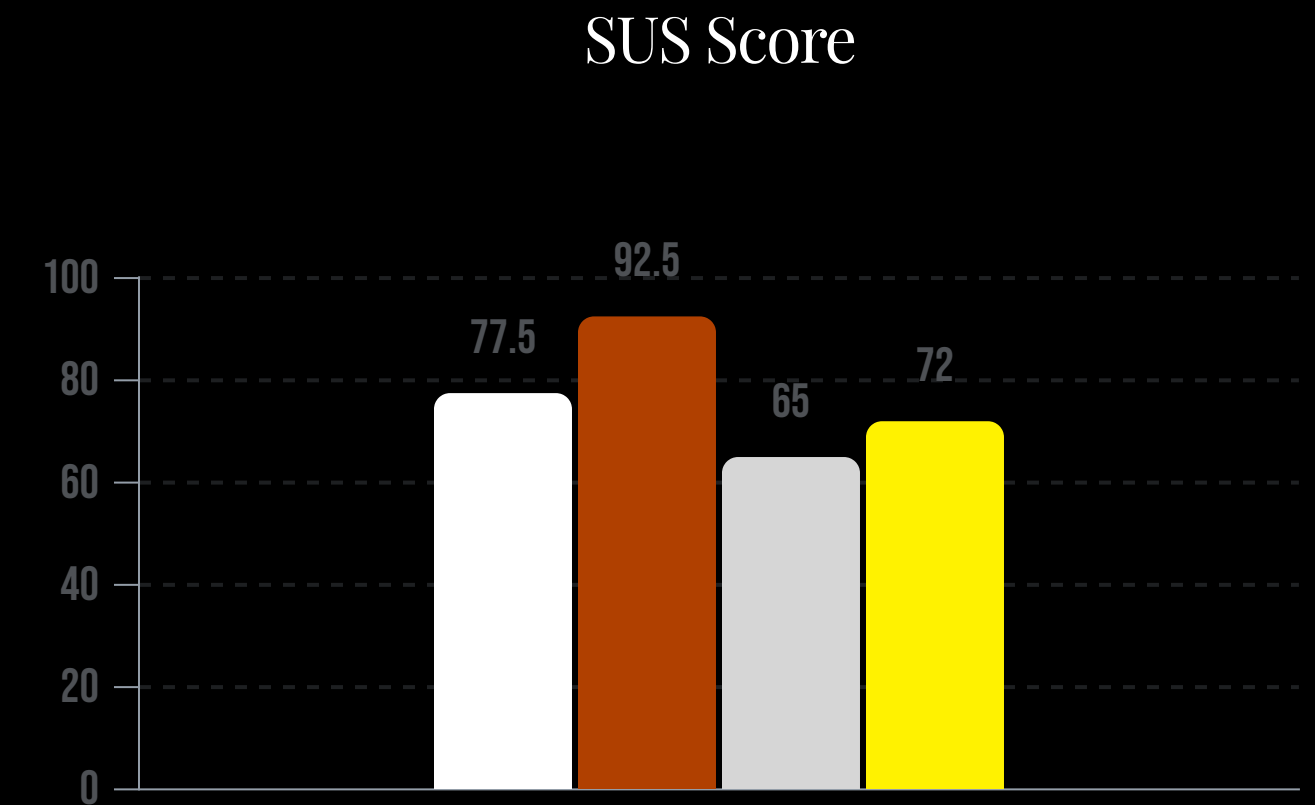


SYSTEM USABILITY SCALE

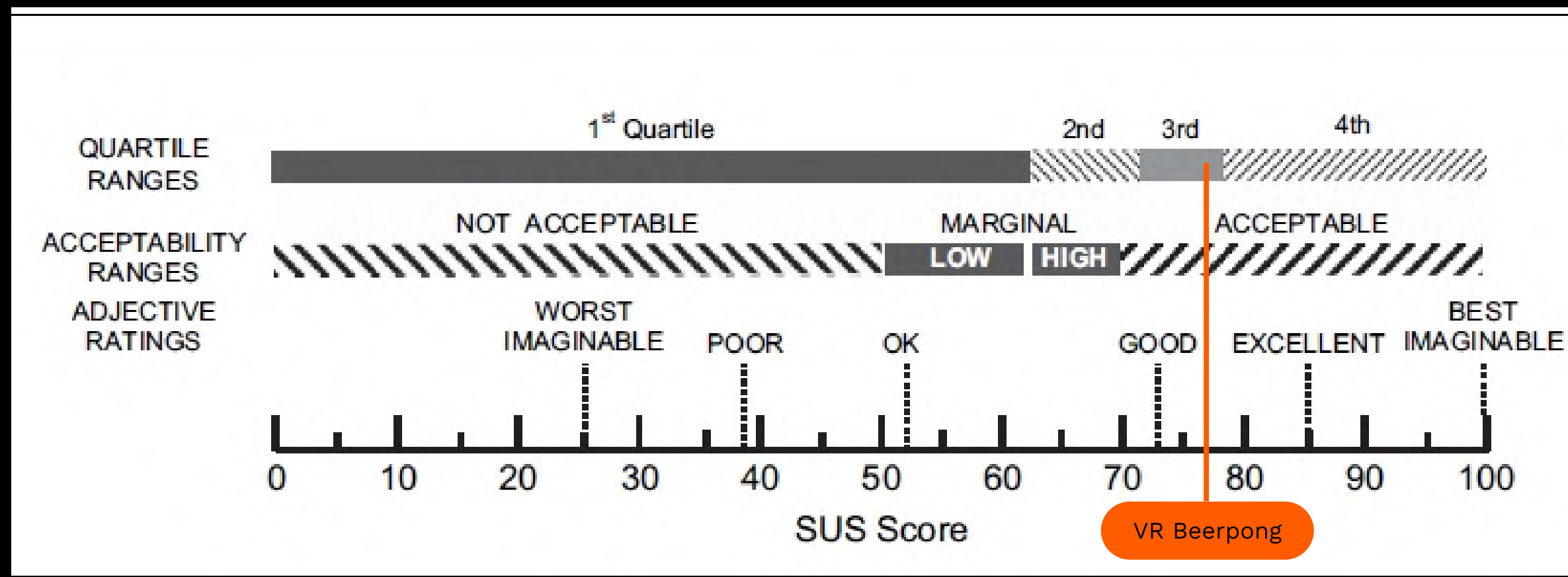


SYSTEM USABILITY SCALE

| User 1 | User 2 | User 3 |
|---------------|---------------|-------------|
| 77.5 SCORE | 92.5 SCORE | 65 SCORE |



SYSTEM USABILITY SCALE



SOURCE: [HTTPS://BLOG.SEIBERT-MEDIA.NET/BLOG/2011/04/11/USABILITY-ANALYSEN-SYSTEM-USABILITY-SCALE-SUS/](https://blog.seibert-media.net/blog/2011/04/11/usability-analysen-system-usability-scale-sus/)

PRODUCT ROADMAP

Q1 2022

Q2 2022

Q3 2022

Q4 2022

Modelling the Game Objects

Menu GUI & Tutorial

Projectile Mechanism

Main Game Logic

Multiplayer

Line Renderer

User Guide

GitHub Integration

Game Room Design

Motion Dependencies

Scoreboard

NEXT STEPS

ENVIRONMENT

GUIDANCE

LEARNING ASPECT

INTERACTION

MULTIPLAYER