**Prototype 3 User Tests**

To collect data and opinions on my third prototype, I came up with 3 distinct things that needed testing in this iteration and asked 6 of my peers to test these points, with each test having 2 people testing it to add legitimacy to any claims one individual may give in their feedback. They were given a task and asked to try to complete it and then give their feedback on what they thought was good or bad and what worked or what didn’t work. Below is a table of my results.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name of User | Test Description | Expected Outcome | Actual Outcome | User Feedback |
| Luke Shead | Can the user, by any means, force his character to go out of the playable area? | The user should not be able to get their square out of the area. | The user wasn’t able to leave the area | The controls felt responsive and I wasn’t able to get out of the area at all. So this part of the game seems well built. |
| Sam Dearing | Does the user recognise when they have collided with the enemy? | The color of the players square should change when the user collides with the enemy. | The users square changed colour | The colour of my square changed when I hit the enemy square but I feel like I could miss it sometimes as the indication wasn’t clear enough. |
| Ryan Edwards | Does the game end when the user collides with the enemy 3 times? | The game should end when the user collides with the enemy 3 times. | The game didn’t end and the users lives were not tracked | The collision detection worked but my lives never went down. |
| Sam Pearce | Can the user, by any means, force his character to go out of the playable area? | The user should not be able to get their square out of the area. | The user wasn’t able to leave the area | I tried to get out of the playable area any way I could but I wasn’t able to. So the game seems quite bug free and well built in this area |
| Matt Sides | Does the user recognise when they have collided with the enemy? | The color of the players square should change when the user collides with the enemy. | The users square changed colour | I noticed my squares colour changed but I feel like some sort of audio notification could help, I feel like people could miss it. |
| Joe Williams | Does the game end when the user collides with the enemy 3 times? | The game should end when the user collides with the enemy 3 times. | The game didn’t end and the users lives were not tracked | No the game didn't end, infact my lives didn’t go down at all. This definitely needs fixing in your next version. |

**Examining and Analysing Feedback**

In this section I will look the feedback that I have been given by my peers form multiple prototype versions and take into account what they have said and start to design improvements to be implemented in my next iteration.

**Luke Shead**

Feedback Given (Prototype 2)

*“Responsive controls that are easy to grasp. Maybe the play area should be smaller as the game seems to easy.”*

For this version I was mainly focusing on the movement system and making sure that it felt responsive and natural. Luke said that the controls were responsive and easy to grasp which indicates that what I have designed is working as intended. He commented about the size of the play area being too small and not providing much of a challenge. Although gameplay and difficulty were to be looked at in a future version, I will still keep this feedback in mind for when changes are made to difficulty.

Feedback Given (Prototype 3)

*“The controls felt responsive and I wasn’t able to get out of the area at all. So this part of the game seems well built.”*

This person didn’t provide any feedback that could be seen as negative and didn’t specify anything that he personally thinks could be done differently, but positive feedback still provides me with insight into what to continue to do in the future. Luke mentioned that ‘The controls felt responsive’ This is a strong indication to me that I don’t need to make any changes to the controls for the game. However more testing specifically about this aspect of the game is needed in order to have a wider sample size, as what works for one person may not work for others.

**Sam Dearing**

Feedback Given (Prototype 2)

*“The game felt smooth, but one problem I noticed was that the coordinates at the top of the screen didn’t work”*

Sam said that the game felt smooth with is a good indication again that my controls are functioning correctly and are consistent. However one thing sam mentioned was that the coordinates at the top left of the screen were not updating correctly. While this was intended as a debugging feature, the fact that this is not working correctly could mean there are issues elsewhere that could affect future versions of my prototype that plant to implement collision detection, so this will be looked into.

Feedback Given (Prototype 3)

*“The colour of my square changed when I hit the enemy square but I feel like I could miss it sometimes as the indication wasn’t clear enough.”*

This person did provide me with feedback specifically criticizing one aspect of the game, user feedback/notification. Sam said that when he collided with the enemy square ‘the indication wasn’t clear enough’. To rectify this in my next iteration I could introduce an audio notification when the two squares collide to make it clearer when this happens

**Ryan Edwards**

Feedback Given (Prototype 2)

*“The movement felt a little laggy, I don’t know if it’s just this machine but maybe look into that, and the coordinates didn’t update in the top left”*

The feedback given by Ryan contradicts that of what was was by Luke and Sam. Ryan claims that the game didn’t run well when he tested it. This difference in feedback on the performance of my game means I will have to look into this by means of further testing. For now it seems to be an isolated incident however this could prove to not be the case after further testing. Ryan also noticed the coordinates issue that Sam noticed so this issue definitely isn’t isolated so will be looked into thoroughly.

Feedback Given (Prototype 3)

*“The collision detection worked but my lives never went down.”*

This person didn’t provide detailed feedback however what they did provide is very important and game breaking. They told me that the lives system in my game doesn’t work at all. This is something that must be addressed in my next iteration.

**The following people were only testing prototype version 3**

**Sam Pearce**

Feedback Given (Prototype 3)

*“I tried to get out of the playable area any way I could but I wasn’t able to. So the game seems quite bug free and well built in this area”*

The feedback I received from Sam looks very positive. He said that he ‘tried to get out of the playable area any way I could’ Meaning that he tried many different ways to try and glitch his way out of the area. Because he was unable to do this shows that my game, at least in this area, is robust and well built. Sam also made this comment.

**Matt Sides**

Feedback Given (Prototype 3)

*“I noticed my squares colour changed but I feel like some sort of audio notification could help, I feel like people could miss it.”*

Matt told me that he did notice his square change colour when he collided with the enemy. However made a suggestion of an audio notification that plays when they collide. Seeing as both users that tested this aspect of the program had this problem, I believe an audio notification is the best solution to this issue and will be implemented in a future iteration.

**Joe Williams**

Feedback Given (Prototype 3)

*“No the game didn't end, infact my lives didn’t go down at all. This definitely needs fixing in your next version.”*

Joe provided me with feedback that pointed to the same issue that Ryan informed me about. This provides confirmation that this issue wasn’t an isolated incident and definitely needs addressing in a future version of my game.