

Usability Evaluation - Manual

Dear test user,

Welcome to our usability evaluation. This evaluation will consist of 2 parts:

In the first part you will test our EnvironmentStore functionality, in the second part you will test our ScenarioEditor and run the just created Scenario in the HumanPlayer GUI.

While making the assignments, please try to think aloud. That way we have a better understanding whats going on in your head and why you make the choices you make.

Part 1 (group 2)

Create your own map and save it

1. Create a map with 7 rows and 8 columns.
2. Make sure the bots will have a place to start, to charge and to drop their blocks.
3. Create at least 1 blockade and 2 rooms.
4. Place some blocks into the rooms.
5. Create a color sequence which the bots will have to find.
6. Preview your map.
7. When finished, save your map.

Open your own map

1. Open your own map.
2. Add another room.
3. Save it again.

Create a random map

1. Open a new map.
2. Randomize the rooms.
3. Put random blocks into the rooms,
we want to maximum the possible number of blocks per room and no blue ones.
4. Create a random sequence.

Part 2 (Group 3)

Create your own scenario and save it

1. Add two Human controlled bots.
2. Give the first bot the gripper handicap and make it bigger.
3. Give the second bot the colorblind handicap and give him a battery with capacity 50.
4. Add the mapfile youve just created to the Scenario.
5. Set the paths enabled and collisions disabled.

Run your scenario

1. Find the first block of the sequence with bot1.
2. Tell bot2 were to find the block.
3. Let bot2 pick up the first block and bring it to the Dropzone.

This is the end of the assignments, if you have any questions left, feel free to ask us.