A white background with black text

AI-generated content may be incorrect.

8 - User Testing GO THRO AND RE RITE

User Testing was crucial to the development of this project as I needed to get an understanding of what the general public thought of the game at its current state, so I can receive feedback and apply changes that become apparent through that feedback.

When creating the user testing forms I decided to make the questinare annonamouse as I had no need to collect personal data, I just wanted to receive feedback on the game, I was asking no personal questions. With having no personal data collected , that meant I did not have to spend more time adhering to GDPR and other data regulation rules as I just cut it all out by making it annoanmous.

I wont discus every single playest as this would take up half of this report, I will cover the most impactfull ones, and leave the data below:

8.1 First Play test17/02/2025

My first Play Test was conducted on the 17/02/2025, this playtest was shortly after I had finished with my first level. I conducted this playtest in person inside of the University of Plymouths Smeaton Building. For this playtest I created a excel spreadsheet that held questions and required the testers to fill out their responses in a dedicated box next to the questions. You can find photos here link to apendenciees

Speak about what I chose to test in this ..

A screenshot of a computer screen

AI-generated content may be incorrect.

*Figure IDK, User Testing Excel sheet*

The playtest proved to be successful as I got feedback that I would proceed to use to iterate on my game such as a bug with the boss not spawning in, and players not knowing that they can pick up health packs. I took this feedback and made it so the boss spawned and so on…

## 8.2 Changing the Testing Approach / Method

However, this method of testing using an excel sheet was extremely unprofessional and so much more complex than just creating a forms doc using google forms or Microsoft forums as this method overwhelmed the tester with so much text on the screen and unclear instructions on what they need to fill out and where. Because of this I created a new user testing document using Teams Forums , that I would use in the testings in the future. I used this because …. Ez to turn into redable data etc

You can view the revised empty testing document here : link

Or View photos In the appendix

## 8.3 Continuing testing

All dates testing happened

## 8.4 Testing Results

The results were turned into data for graphs and stuff so its easy to read, this was used to improve changes to the game. You can view all the data here in apendenciees.