

User Evaluation Report

Cohort 1 Group 8

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Data Collection

When it came to collecting user feedback for our prototype, we determined that it would be best to stick to people who were within the target demographic - students/young adults. We wanted to make it as easy as possible for users to test out the game and give us feedback, but due to the game's requirement of a Java 11+ installation, of which most users only have version 8, it was clear that some users were frustrated due to the rather lengthy setup. We ensured that each user read through and understood the provided information sheet, detailing the study, and signed a consent form prior to the evaluation process. We followed standard ethical procedures for a university undergraduate project.

During the evaluation process, we would watch the users try out the game, and note down any and all thoughts they had in the moment, as well as asking them what their overall experience was and what they would like to see improved. We took notes for each of the 5 users, which we then combined into the table below to highlight problems that we would like to address. We chose to use this method as it was less time consuming for the user and less intrusive to their gameplay experience, which we hoped to keep as natural as possible (not giving any hints or guidance). We wanted as authentic a response as possible, which we would hinder by frustrating them with questions or helping them with hints and guidance. Upon looking at our collected data, we attempted to employ fixes where appropriate and according to the issue severity. However, due to the limited time available and scope of the project, we were unable to address all issues.

Although many users had multiple issues with the game, some of them noted their liking of the game's visuals, the simplicity of the gameplay and the game's polish.

Usability Problems

Problem	Severity	Evaluation
Lack of content variety	High	The game would benefit from more activities. This was rectified upon completing the part 1 requirements - adding 2 more relaxation places.
Game concept isn't engaging / is repetitive	Medium	We are constrained to the game concept as described in the brief, so this issue is unlikely to be fixed.
Lack of sense of progress / direction	Medium	The addition of a leaderboard and achievements as detailed in part 2 of the requirements have helped to rectify this issue.
Movement speed is too slow	Low	By zooming out the camera

/ clunky		we have tried to make the game feel less cramped and reduce unnecessary movement inputs which may contribute to this issue.
Issues with crashes and bugs	High	We have looked into individual bugs as detailed by the users and have fixed them. This is a very severe issue, especially if the game is crashing, so hopefully this solution has rectified all issues.
UI is too intrusive	Low	Although we could minimise the size of the UI to give better immersion, we wouldn't want to do so as a smaller UI could pose accessibility concerns to users with impaired sight.
Minor graphical errors	Low	Although it would be nice to iron these out, we are not sure what is the cause of these issues (black bars on the screen), and due to time constraints and its minor nature, this issue is very low on our list of priorities.