CS361
Group 2
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Persona Usability Report

The first issue Abby ran into when attempting to play our implementation of the Battleship game (as of the completion of sprint 2) was that her first instinct was to interact with the board directly, even though this was not supported and she was instead supposed to use the drop-down menus and the place ship button. This issue could be addressed by allowing ship placement to be done by interacting with the board directly, either by allowing the user to drag and drop ships from a box, or clicking a position on a board in lieu of selecting coordinates from drop-down menus before clicking the 'Place Ship' button.

Another issue Abby ran into was that while she saw that she could choose both a position and an orientation for each ship, she didn't really understand what these meant in relation to the game. This could be addressed by directing the user to a carousel-esque slideshow of the game rules and win condition. This information would be relayed largely using pictures and minimal text, relying on screenshots of different stages of the game with brief captions, keeping the younger target demographic in mind. Additionally, lengths of each ship will be shown visually by displaying a box with the remaining ships that need to be placed, each labeled with their name. This approach would also address the issue Abby had regarding not knowing that she had to place one of each ship in order to progress to the next phase of the game. Finally, every time a ship is placed, the option to place a ship of that type is taken away from the user, intuitively telling them that they need to place one of each ship.

Once Abby progressed to the scan/fire stage of the game, she had difficulty utilizing scan to help her choose where to fire strategically since the scan function did not tell her what tiles where being scanned. This could be handled by allowing the user to click scan, then click the tile she wishes to scan and having the scanned tiles briefly light up before popping up a message informing the user whether a ship was found or not.

In this same stage of the game, Abby had some difficulty sinking the computer opponent's ships since she did not know what the colored markings meant (indicating a hit or a miss). This is an easy fix; we could simple include a small 'legend' right next to the opponent board informing the user which color/symbol indicates a hit and which indicates a miss.

Finally, Abby found herself either getting confused or losing interest before completing the game because the game did not provide her with indicators regarding sunk ships or game over/victory. This information should be conveyed visually to better hold the user's interest, playing a brief 'explosion' sound bite when a ship is sunk, along with a pop-up regarding whether it was a user or a computer's ship that sunk. User ships that have been sunk should be marked with tiles of a destroyed ship. When the game is over, the game will displayer "Game Over" or "Victory!".