Evaluation Plan

The project will be evaluated in both qualitative and quantitative ways.

We will invite 12 youth aging from 18 to 25, mainly pre-graduate, android-user to form 4 teams of player to play the game for 1 to 2 rounds in Mong Kok. After each rounds they are interviewed about the user experience of the game. We will also ask for feedbacks for enhancing the game. The draft questions are as below.

User Interface:

* Have you found difficulty using the user interface? Can you find and use the functions you want?
* Is the application efficient? Have you found any repeated or unnecessary process?

Game:

* Do you enjoy playing *Dominion of City*?
* Does the game provide clear information of the tasks?
* What is the difficulty in the last round?
* How do you evaluate your performance?
* How do you think we can enhance the game?

Social Activity:

* Do you think communication is important to win this game?
* Can this game encourage you to interact with teammates, when they are your friends or strangers?

Exploring

* What places have you been due to this game?
* Can this game encourage you to explore Mong Kok?
* Do you think you pay more attention to the surrounding during the game?

Quantitatively, we will test the accuracy and speed of some major use-cases:

* Register/Login
* Display game list in game lobby
* Create/Join Game
* Get game information
* Dominate generator