C4 ALL Project 2 – Usability Testing

What is usability testing?

Usability testing is where the product is evaluated by representative users. During the test, the user will complete the game under normal conditions while being watched and listened to by observers to collect information about how the user perceives the game and the actions that they take. By collecting this information, the programmers are able to see if there are any changes that could be made to make the game easier to understand. In addition to this, the users are advised to attempt to break them game in order to find any errors with the code that will need to be addressed.

How will we use usability testing?

Our group will ask users of another group to test out our game. We will not give them any input on how to play the game or control the ship. If the user struggles to identify the object of the game or cannot understand the keyboard controls then we will question them on what particular aspects they do not understand. We will then come up with suitable changes, which we will implement to give us a more stable product.

In-Game criteria

* Can the user launch the program and start a new game?
* Do all of the components in the game load correctly?
* Can the user choose a planet to visit and arrive there using the shortest path? (Searching algorithm)
* Can the user accumulate resources and trade them for credits?
* Does the user understand how to refuel their ship?
* Is the user able to sort the list of elements alphabetically from A to Z? (Sorting Algorithm)
* Is the user able to sort the list of elements alphabetically from Z to A? (Sorting Algorithm)
* Is the user able to sort the list of elements by quantity from highest to lowest? (Sorting Algorithm)
* Is the user able to sort the list of elements by quantity from lowest to highest? (Sorting Algorithm)

Other criteria

* What are your thoughts on the design and appearance of the game?
* Is there any visual elements you would change? (such as font, colour choice, shapes used, etc.)
* Are there any functions you would add to/remove from the game?
* How effective do you think our searching algorithm is?
* How effective do you think our sorting algorithm is?

VRBH Project – Star Hunt – Usability Test

Test conducted by group C4

In-Game Criteria - Test Results

|  |  |  |
| --- | --- | --- |
| Question | User’s Actions / Response | Changes that need to be made |
| Can the user launch the program and start a new game? |  |  |
| Do all of the components in the game load correctly? |  |  |
| Can the user choose a planet to visit and arrive there using the shortest path? (Searching algorithm) |  |  |
| Can the user accumulate resources and trade them for credits? |  |  |
| Does the user understand how to refuel their ship? |  |  |
| Is the user able to sort the list of elements alphabetically from A to Z? (Sorting Algorithm) |  |  |
| Is the user able to sort the list of elements alphabetically from Z to A? (Sorting Algorithm) |  |  |
| Is the user able to sort the list of elements by quantity from highest to lowest? (Sorting Algorithm) |  |  |
| Is the user able to sort the list of elements by quantity from lowest to highest? (Sorting Algorithm) |  |  |

Other Criteria – Test Results

|  |  |
| --- | --- |
| Question | User’s Feedback |
| What are your thoughts on the design and appearance of the game? |  |
| Is there any visual elements you would change? (such as font, colour choice, shapes used, etc.) |  |
| Are there any functions you would add to/remove from the game? |  |
| How effective do you think our searching algorithm is? |  |
| How effective do you think our sorting algorithm is? |  |