**Project Overview**

Welcome, and thank you for testing our Griffith Campus Treasure Hunt Wayfinding Game prototype!

This is a clickable prototype representing a VR simulation of a future mobile AR treasure hunt app. The goal of the game is to help students explore and learn the Griffith University Gold Coast campus through an interactive experience that encourages discovery, navigation, and engagement with real-world locations.

**What You’ll Be Testing**

You’ll be interacting with a clickable prototype that demonstrates key parts of the game interface and mechanics. After testing, please answer the following questions below.

(Test the Prototype for 2 mins)

**Questions**

1. What are your thoughts on the overall design of the prototype? (colours, flow, etc)
2. Is the Main menu interface easy to navigate
3. Did the prototype give you a good sense of how the full game would feel?
4. Was the objective clear when you started the demo level?
5. Were there any parts of the screen that felt visually confusing or unnecessary?