**w/c 10TH December Playtesting**

I tested the application with 7 different users, 2 of which have used the application before.

**Common Feedback:**

**Positive:**

* Users found navigating around the application was easy and intuitive, icons were presented in locations like other applications that they have used.
* User’s liked the idea of a battery saver function as they can still use the application if their battery is low or if they don’t want to use their battery to load 3D models but won’t miss out as they will be presented with different content.
* Animations are nice on the information screens.
* Scrolling text box worked well, smoothly scrolling through the placeholder text.
* Collection panel felt nice, with the boxes snapping back to the centre if you go slightly too far.
* Images behind some the padlocks looked nice rather than just a blank box.
* Initial help screen helped users understand the application on initial start-up.

**Negative:**

* Unsure of what the coloured number squares are for at the top of the collection menu
  + This is a requiring issue and is just a placeholder for where Whoopsie the cat mascot will be situated in the final version.
* Panels can be selected if they are not the current centre panel, however the model shown in the information screen shows the incorrect model.
  + This can be fixed by checking which panel is currently in the centre and only enable the button UI on that panel.
* Rotating the 3D models in the information panels feels strange and sometimes the models rotate in an undesired manner.
  + Forcing the models to only rotate around the Y axis could be a potential fix, however this will have to be discussed with the team regarding how the client expects this behaviour

**Analysis:**

Play testers enjoyed the application and the ones who had tested before commented on how the application has improved since they last saw it.

The team will be meeting up on Monday 17th December to discuss any issues that have been found from the playtesting and work together to solve these issues.