# Application functionality playtesting

7 users playtested application to test robustness of functionality. None of the playtesters were members of the target demographic.

**Common feedback from all playtesters:**

**Positive:**

* Navigation of the application is like many existing apps – intuitive
* Necessary UI is always accessible which made navigating easy
* No issues or unexpected behaviours in screen transitions
* Positive comments specifically describing the ‘feel’ of the collection panel menu

**Negative:**

* Although clear after use, the collection screen UI button is not initially understood
* Model rotation feels unnatural (gimbal lock in some cases)
* 6 of 7 playtesters said that the whole information screen taking input for model rotation is intrusive, may also be unintentionally activated when users try to scroll through text or navigate the app.
* Not immediately clear what the coloured squares in the collection menu mean

The remainder of playtester remarks were made with regard to the application visuals.

From watching the playtest sessions, no application unexpected behaviour or bugs were seen during any of the user’s interaction with the app.

**Analysis of feedback**

Many of the playtester comments address issues that will be solved on inclusion of final assets (being either produced by team in coming sprints or awaited from external artists/modellers).

Some issues do address functionality of code, which can be revised:

**Improvements that could be made in response to feedback:**

* Touch rotation of 3d models in information screens should be relative to world space, not the scene camera (to allow for true 3d rotation). The area which rotates the area should also be restricted to the panel the model is shown in.
* Update collection menu to use images to telegraph locked/unlocked (e.g. padlock for not yet discovered, event image when discovered) – the mascot functionality also includes narrative to highlight this to the player, but the immediate description provided by images will make this more clear.