**Sprint 10/12/18 playtest feedback**

Tested with 10 users, who have not interacted with the application previously.

**Negative:**

* **Some models can be manipulated into inverted positions**

Comments made on AR sequences which rely on a ‘ground plane’ Unity game object for perspective during the sequence.

From the user’s perspective the model can be rotated to a position where the ground plane blocks the view of the remainder of the scene models.

*Potential fix:*

*Making the rotation effect only the airship models would interfere with the historical accuracy of the sequence so would not be appropriate.*

*Either making the ground plane transparent if the viewing angle is below the angle of the plane OR limiting the user’s interaction to only effect rotation about the Y-axis would be a universal fix.*

*Solutions to be discussed with team.*

* **Subsequent events can be unlocked even when users are not on the camera screen**

Result of the application accessing the device camera continuously for the entire time the application is in use.

*Potential fix:*

*Create game object to hold the Vuforia camera. Set this game object active/inactive depending on current active screen in game – this would determine when the device accesses the camera, preventing it from always being accessed and ‘discovering’ other AR triggers at inopportune times.*

* **Battery saver can be interfered with**

Users noticed this behaviour when toggling the batter saver on/off when within information screens.

Due to the way the script has been implemented, the toggle which determines whether 3D models should be rendered can be reset by accessing a new information screen.

*Potential fix:*

*Create check within battery saver script to determine whether the true/false value should be set (if user has set input, or reloading models has set input).*

* **Issue with the currently selected panel**

If information screen is accessed from the camera contextual button, script which determines ‘current active panel’ can become inaccurate.

*Potential fix:*

*Modify behaviour of collection screen scripts to determine the selected screen by which collection screen panel is active OR the sum number of discovered AR triggers if within the camera screen.*

* **If trigger is lost during poster detection, animation continues from point when it was lost**

Users commented saying that this was confusing. Common example described was if the airship went out of view during the animation, users would move device to follow the airship, losing the AR trigger, causing the device to exit the sequence. When the trigger was rediscovered, the animation continued from the point at which the AR trigger was initially lost – meaning the airship was still off-screen. Users commented that they couldn’t tell if the sequence was working, and that it appeared to be ‘broken’.

*Potential fix:*

*Edit AR trigger script to trigger play of active objects animation. Edit existing animations to only play once (not loop).*

**Positive:**

* Some users commented saying the quality of the animation effect during transition between collection menu and information screens was good
* No comments given on loading of assets
* Users found navigation of the app easy
  + Like existing mainstream applications
  + Relevant UI is presented at appropriate times over screens
  + Side menu contents/interactions were as users expected