# THINK-ALOUD TESTING OF MINE RESCUE MUD GAME 07/01/24.

## Focus of Testing

The focus of this testing is to identify successes and failures within the design of the MUD game by using think-aloud testing. This will involve an individual interacting with the software and revealing their actions and thoughts, which can provide insights to modify the game for an end-user.

## Objectives

User to complete the game with as little help as possible using think-aloud methodology. Answers may be given in the event of the user understanding the puzzle but being stuck because it is too hard.

## Participantand Moderator

Participant – Fuchsia W. Freelance Copywriter.

Tester – Sam Garland MSc Computing Science Student

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| **Test** | **Think Aloud Notes [Moderator Prompts]** | **Moderator Notes** |
| Registration | Do I have to put the quotation marks when entering an answer?  [No, just enter the character shown.]  Okay, that makes sense. It would be easier to follow if the quotation marks were removed. | * Remove all “” marks from options in option menus to make it easier to follow. |
| Character Creation | Oh, I want to be a Cowgirl.  I love the way this has been written.  Fashion boots! Haha. I love it. | * No amends |
| Puzzle 1  Help menu | I’m not sure I understand the premise of the puzzle.  [Try going to the help menu.]  I don’t see the help option? Ah, there it is.  Okay, so it jumbles the letters and I have to figure out by how many spaces the word has shifted.  [Yes, it’s a Caesar cypher.]  Ah, but the cypher has changed again?  [Sorry, it shouldn’t do that. You haven’t done anything wrong, that’s something we need to fix.]  [Answer given as cannot work out puzzle] | * The Caesar cypher changed when they were getting help and confused them more. It needs to not change unless an attempt has been made to solve it, and the attempt is wrong. |
| Puzzle 2 | I have a hammer!  I am not sure what I really got in exchange there?  [It is a hint to solve the puzzle.]  Ahh, I didn’t understand that.  Okay, so let’s figure this out.  7 metres roughly, right?  [Sounds about right.]  [They entered 7m and answer was not accepted.]  [Yep, again, that’s our issue. We need to make it take more possible answers. You are right it is 7 metres.] | * They didn’t understand hammer is swapped for a hint. Put in some explanation of this in each hint menu. * They entered “7m”, which was not accepted. Must add all possible answers e.g. 7m, 7 m, 7 metres, 7metres etc. possibly to a dictionary. |
| Puzzle 3  Look around  Gather equipment | Sleeves is spelt wrong.  I still don’t get the equipment bit. I don’t see the hammer in my inventory.  [You swapped the hammer for a clue in the previous puzzle.]  OK. I want to look around.  Nice. I really like the descriptions.  Oh cool, I picked up a mask.  Btw, claustrophobic is spelt wrong. | * Ensure equipment use is clear. |
| Save, exit and load progress | [OK. I would like you to save and exit the game and log back in.]  Straight to the next puzzle. That’s cool. | * No amends. |
| Puzzle 4 | Yes, I have a mask. Oh, but I am going to check my inventory first.  Yep, it’s there.  OK. The hint isn’t that useful is it?  I don’t understand the puzzle or how to answer it.  [Try going to the help menu.]  [Entered A/B/C/D, which was rejected.]  [You have to enter the movements one at a time.]  I didn’t see that. It should be in capitals or bold.  Okay so B  D  Oh, now I have to scroll back up because I can’t remember the options.  [After several attempts, gets the right answer.]  That was really hard! | * Put “one at a time” in capitals to make extra clear. * Get re-prompted with the options each time an option is entered so user doesn’t have to scroll back up through the game. * User thought they would immediately get another go at the puzzle rather than a continue menu. However, the continue menu is useful to exit the game during the puzzle. |
| Puzzle 5  See status bar | Nice. Although we’ve is spelt wrong.  [Could you select the option to see status please.]  Cool. I’m 80% through the game. That’s useful to know.  OK. This puzzle makes a bit more sense. So I’ve got to get to 100 right? And, I can use as many + and – as I need, but only the list of numbers?  [That’s correct.]  So, first off must be 98-7.  [Correct.]  Then, 91-6.  [That’s right, but the game will reject it because we don’t have that as part of the solution. Try just “-6”.]  [All other options entered correctly.]  Yay, I’m in first place. | * They wanted to enter “91-6”, so need to add each plausible operation to the solutions dictionary e.g. 91 – 6, 91- 6, 91 -6 etc. |
| Login and load progress | [Can you please have a go at logging back in and seeing what happens.]  Oh, I have forgotten my password.  It was cowboy.  No, Cowboy with a capital C.  OK, the leaderboard. Nice. | * No amends. |

Wrapping up

[How was the game and puzzles?]

It was really good. I particularly liked the world you have created and the dialogue. I enjoyed the npc dialogue and looking around most.

Also, I liked creating and customising my character.

[What was not very good?]

I didn’t understand the use of equipment for hints, that needs to be clearer. A couple of the puzzles are really hard, but maybe that’s just me.

[Thank you for your feedback]

Changes made after Testing.

* All menus - Remove all “” marks from options in option menus to make it easier to follow.
* Puzzle 1 - Alter Caesar cypher so it does not change unless an attempt has been made to solve it, and the attempt is wrong.
* All puzzles - Put in an explanation of equipment use and swapping for a hint in each hint menu.
* Puzzle 3 - Add all possible answers e.g. 7m, 7 m, 7 metres, 7metres etc. possibly to a dictionary.
* Puzzle 4 - put “one at a time” in capitals to make extra clear.
* Puzzle 4 - Get re-prompted with the options each time an option is entered so user doesn’t have to scroll back up through the game.
* Puzzle 5 - They wanted to enter “91-6”, so need to add each plausible operation to the solutions dictionary e.g. 91 – 6, 91- 6, 91 -6 etc.