Identify problems

Among the test-runs a couple of issues arose that gave insight to the team. The task of collecting 17 objects in total was our way of testing the controls, not only from a start and stop position but on the fly turning, even to minimal degrees. Overall half the testers either from appearances, or verbal responses conveyed that the steering was set a bit too high. But what was interesting, was a couple realized the steering was only an issue after a certain amount of acceleration was reached. This leads us to question if the acceleration was also an issue. Only 4 of 10 testers felt that the acceleration needed adjusting.

Separately identifying these lead the team to realize that the problem was tied together. It was not that one or the other needed across the board adjusting, but simply that the relationship between the two is exponentially connected, not a linear relationship.

Another problem was that being off road did not affect the car's ability in any way. Leading some of the users to not care as much to stay on the road.

Speed gauge was not present. While more a design aspect, if speed was present users may be able to better adapt to game controls with visualization of mph/kmh.

Any jumps or ramps in the game can cause the car to immediately come to an almost near halt upon impact.

Prioritize problems

1. Adjusting the top speed(d)

2. Setting off-road consequences.(a)

3. Jumping should not hinder flow of controlling the car.(c)

4. Speed gauge (to bypass intuitive feel of car for controlling)(b)

Theorize Reasons

1. off-road: This was an oversight of the team. Prioritizing the map,roads and car lead us to neglect this aspect.
2. Speed gauge: This was not something we thought to include in testing of controls but through these interactions with random individuals it came to our attention that this is not just a design addition.
3. Jumping: When making the maps we don’t think the degree at which the car launches and angles downward was considered. Just an oversight in development.
4. Adjusting default speed: This is a 2 part issue. While it can be considered an oversight, it would not have been found without a fair amount of testing. Especially considering that at first we may have suspected the turning. So overall a lack of information about the game engine or being new to it was the oversight.

Theorize Solutions

1. off-road: Go through each map and add in a resistance to pallets that are not road. These will encourage or discourage users from driving off the road to achieve finishing our maps in game.
2. Add in a speed gauge for users to keep track of speeds. A design implementation but will assist users in controlling their vehicle.
3. Jumping: Adjust jump ramps so that the car does not tilt as much in mid air halting the car upon impact. May have to take out if we cannot achieve said result.
4. This will take a multiple step adjustment of chopping off the top speed. By doing this it will make turning and going into turn less “wonky” or radical. We will not adjust turning sensitivity because it is not the underlying issue.

Identify Successes

The Track was completed faster on average than expected. Even by users with less intuitive control of the game. The development team tried to make the game as fun and easy as possible and we think overall that was achieved. We had an overall positive response and something that didn’t make the testers feel like they had to commit a lot of focus in order to complete the tasks.

Identify Areas of Uncertainty

While we have addressed the main problem on controlling the car, we are still a little uncertain how individuals will feel towards the default setting of our adjustment. The upside is that we can add in a way to adjust this setting for each individual player. We believe that it will be a good experience nonetheless but some of our participants did like the feel of the car because it gave it a very “rubber band” feel and a racing game feel. This really was our only area of uncertainty. Most everything else was very straightforward.