Testing & Feedback

Tester 1: Dylan

Build(s) Tested: Chrome (Web)

Controls Used: Mouse, Keyboard

Highlighted colour is too light

Don’t need a save button in the load menu

Copy needs two parameters to get the function.

Getting the number value of the sliders

Input field for the contact developer

Confirm menu for the quit button.

Tester 2: Lil Wayne

Build(s) Tested: Edge (Web)

Controls Used: Mouse, Keyboard

Highlighted colour is too light

Input field for the contact developer

Highlight for keyboard slider

Tester 3: Jarido

Build(s) Tested: PC

Controls Used: PS4

Controller works but is weird cos can’t type name

Might have to put an input box for developer contact (but I prefer your way)

Good job on Save Slot functionality

All functionalities present EXCEPT Application.Quit()

The feedback was gathered by letting each tester choose a build to test & a control layout to use (e.g., Gamepad, mouse, Keyboard), they then test each aspect of the GUI with vary little input from me. After the testing is done the tester wrights their comments & feedback here.

The feedback will be implemented by me reading the feedback & comments thoroughly then make changes according to the feedback.