

# Evaluation

Cohort 4 Group 6

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**#1 Recruitment of participants:** To recruit participants for the User Evaluation we will select members from our cohort to test our game. These people will conform to the user base that the client had in mind. Our participants will be informed as to the tasks which they will have to complete during each evaluation, as well as the confidentiality of their data, and to the fact that this is an evaluation of the system, not their ability to perform.

**#2 Task definition:** We want the user to complete a set of tasks that will reveal to us things about the game that may need improvement. This should also allow them to form an opinion of the system which they can give to us after their testing.

Task1: the user should be asked to navigate the menu screen, to adjust the volume of the system, access the achievements menu, access the pause menu and to initialize the game.

Task2: The user should be asked to recognise and give a description of 3 separate tiles and what their contents are.

Task3: The user should attempt to locate and interact with a “good interaction” which will be given to them prior to the start of the test.

Task4: The user should be able to locate and interact with a “bad interaction” which will be given to them prior to the start of the test.

Task6: The user should be able to locate the duck and complete the game within a set time.

**#3 Environment:** Our tests were conducted in a relatively controlled environment with participants not being allowed outside information at any time, and it was reinforced that the tests were to assess the game and not to assess their ability to play the game. All tests were completed in person within the CS department.

**#4 Running the tasks:** To make sure that all of the interviews were conducted in a similar fashion in order to eliminate bias, a set list of questions was made, as well as a general guide which describes how to conduct the interview was made so that each interviewer conducted themselves similarly during each interview.

Each interview had the participant sign an informed consent form first, before then beginning the interview. They then moved through six allocated questions during the interview and asked the participant to play the game simultaneously to these questions being asked.

Alongside these six questions were some suggested rolling questions in case a participant was taking longer than expected to complete a specific task - This also allowed us to gain more information from each participant as the interview is conducted as a pre-planned conversation, rather than a strict question-and-answer based discussion.

At the end of each interview, participants were asked to complete a questionnaire ranking certain aspects of the game so that we may obtain as much relevant data from them as possible.

Description	1	2	3	4	5	6	7	8	9	10	Average
How highly would you rate the music in the game?	/	/	/	/	/	/	/	1	/	3	9.50
How highly would you rate the controls in the game?	/	/	/	/	/	/	/	1	1	2	9.25
How would you rate the menus in the game?	/	/	/	1	/	/	2	/	/	1	7.00
How would you rate the look of the sprites?	/	/	/	/	1	1	/	1	/	1	7.25
How would you rate the look of the background of the game?	/	/	/	1	2	/	/	/	/	1	6.00
How would you rate the art style of the game?	/	/	/	/	2	/	/	/	1	1	7.25
How well do you understand what is happening in the game?	/	/	/	/	1	/	2	/	/	/	6.50
How fun do you find the game?	/	/	/	/	/	/	2	2	/	/	7.50
How well do you understand what the objective of the game is?	/	1	/	/	/	/	/	1	2	/	7.00
How easy do you find the game to pick up?	/	/	/	1	1	/	1	1	/	/	6.00
How likely would you be to play this game more than once?	/	/	1	/	/	/	3	/	/	/	6.00
Does the map resemble York University?	/	/	/	/	/	/	/	1	2	1	9.00
What're your immediate thoughts on the quality of the vending machine mechanic?	/	/	/	/	2	/	1	1	/	/	5.75
What're your immediate thoughts on the quality of the Coffee slip mechanic?	/	/	/	/	1	/	2	/	1	/	7.00
What're your immediate thoughts on the quality of the Power cut mechanic?	/	1	/	/	1	1	/	1	/	/	5.25

The questions in the table above were developed by our team after playtesting the game, and were designed to cover a wide scope of the project so that we may obtain as much data about the gameplay as possible. The results in the table were taken directly from participants who playtested the game, any other opinions or direct comments that they made can be found in the interview sheets on the website - [website/interview sheets](#).

The results from the evaluation led us to make several changes to the gameplay due to issues such as the players not often understanding the objective or current state of the game. The refactored design can be found in our requirements document and changelog.