User evaluation Document

This document is for the interviewer to use to receive critiques and criticism from the tester. Write anything they say in the boxes provided

During the interview it is important to maintain a conversation in order to maximise the flow of information from the tester to the interviewer and hence developers. The questions are here to get the minimum information but probe for more information during the interview, anything else is to be noted in the final box.

Rolling questions for down time:
- What do you think of the music?
- What do you think of the sprite?
- What do you think of the map style (using tiles)?
- What do you think of the art style?
- Do you understand what is going on?
- Do you think this is a fun game to play?
- Do you have any immediate ideas for future features?
- Are there any big problems with the game?

Make sure the participants sign the consent form - listed on the google docs.

Question 1: Please can you navigate the menu screens to begin the game, can you pause or find the instructions screen? How accessible are the screens? Are they easy to navigate? What could be improved about them?

Confusion when the menu closed after 10 seconds, wishes she got to close the menu herself, does ask how to do it again. Instructions not clear how to get to instructions screen

Cant restart from end menu

Question 2: Enter the Game, as you explore, describe the tiles to me. Are they recognisable? Are they distinctly from York university?

Doesn't know where they're going
Doesn't know aim of the game
Doesn't know where to go
Likes the art style, wishes the character moved animation wise
Got completely lost
Wished there were tiles so couldn't walk over objects
Gets lost alot everyone lost
Trying to find the ron cooke hub
Has a vague idea that this is york uni, vaguely,
no border on rooms, doesn't know where to go, on rooms you can't leave should have a border pattern/wall design.
Likes size of map
Wants minimap
Feels like she's going in circles - "Which way is up"
Ran out of time and restarts to find the goose
Needs hints
need's minimap
has to be directed to the end of the game, end is very repetitive, unique tiles like, finds the end very long, finds the goose, thinks would never have found it had she not been directed. Very hard given 5 minutes

Question 3: Within the game a player can interact with a vending machine to give the character a bonus/stat improvement. Please can you attempt to find this vending machine, interact with it and describe the buff. What're your immediate thoughts on this mechanic and what could be improved?

Has no idea what the buff is,
Doesn't know you can sprint,
Finds the vending machine pointless
Confused about sprint mechanic,
Feels like there should be a consequence of getting to zero stamina - Not frustratingly slow.

Question 4: (Coffee slip in Ron Cooke) How do they respond to this? What do they think it is and what do they think is happening?

Doesn't recognise that it's coffee,
Felt that she was walking into a broken collision
Needs the coffee to be clearer, bouncing off doesn't make sense, should be slipping, needs a timer, text

Question 5: Go to the bottom left corner of Piazza to trigger a powercut. (Do not say what will happen) What does the interviewee think happened, how do they respond? Do they agree with this being a hidden event and a fun interactable?

Recognised the lights went off, its timed, recognised that

Question 6: Do you know what the aim of the game is?

Please attempt to locate the goose piece in order to complete the game.
(once the tester has located the Goose) how did they find that interaction, was it too hard/not hard enough. Was it enjoyable, does the game have repeatability?

Trying to find the goose: "is it related to where on campus it should be". Could require text/guidance

Add any more information gained here: