<u>**User evaluation Document**</u>
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?
Clear menu screen, plenty of time before it disappeared   Didnt know you could press i   Make goal screen separate to instructions screen as glazed over goal of get statue

Question 2: Enter the Game, as you explore, describe the tiles to me. Are they recognisable? Are they distinctly from York university?
Sprite fits style of background images   Collision needed   Sprite animations needed   Likes the mazeness   Energy unclear - bar would be better ("didnt realise was running out")   Shouldn't have to wait for energy to get back to 50   Objects need collisions   No problem with identifying which walls can be gone through   Good timing (did complete without guidance)   Many sound effects needed (lights out, power ups etc…)   Cross roads need re spriting

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?
Figured out vending machine, knows what it did

Could be clearer (sound effect)

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?

Confused at coffee but figured it out
Put coffee on path
Make the area effect bigger

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?

No idea what happened
Dimming the light instead of going out
Should be triggered by chance not location

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?

No idea what the aim of the game is

Found the goose quickly - didnt know that was the aim - anticlimatcic ending

Add any more information gained here: