

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? Like it
- 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?

Was unsure how the menu worked and found it unclear. he was not confident about what the options did. The menu could be clearer and easier to navigate.

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

He liked the art style and thought it looked nice. He was unsure what was going on and felt a map would help. Some areas were recognisable, but colleges were hard to identify.

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?

He did not understand what the vending machine was or what it did. The buff was unclear and needs better explanation or feedback.

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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?

He did not know what the event was. He noticed something negative happened but did not understand why.

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?

He found the hidden event confusing and felt it was implemented in a strange way. It was not clear what triggered it or what happened.

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?

Found the game challenging but enjoyable, though was not able to complete it. Recognised some elements of the environment, which helped with navigation, but was unable to clearly identify the different colleges. This made the overall objective slightly harder to understand and complete.

Add any more information gained here:

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