

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?

Add critiques here, written by them or inferred by interviewer
like the menu, clear, game title, no settings, like the design
strange that they can't leave instruction screen

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

Write which tiles the tester visited and then what they described them as. With any critiques also written here.
like art style, doesn't look too much like york
paths can be confusing which way you can go, potentially remove the path
2 tiles are the same, confusing where you are,

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?

Add here the thoughts they had:
vending machine confusing, not sure what happened
shift to sprint is awkward for fingers
sprints until energy has gone
when energy is zero could fall over or something or slow down

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?

Add here the thoughts they had:
like the coffee slip, doesn't really look like coffee, could be improved
coffee slip doesn't effect the game really

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?

Add here the thoughts they had:
thought the game had broken, waked out the tile and it broke. Was confused - had to restart
Screen went black and they left the tile so the screen never returned

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?**

Add here any thoughts/problems they encounter during watching their game/attempts. Add any immediate feedback here too:
unsure on the aim of the game, thought it was to leave

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Add any more information gained here:

collisions would be better using tiled
Would like to be slower in the water
additional graphics in each image e.g. benches
Would like it to be more apparent where the instruction menu is and
how to obtain it

like the music