

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 main menu, clear what to do
buttons could be clickable
quick load in is good
make it clearer how to display the instructions / get rid of them
Found it easy to get to pause menu

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 the graphics

make it clearer where you cant go

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 unsure what happened

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:

understood the spilled drink, doesnt really work like a slip

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:

like the blackout, add feedback e.g sound effects or pop ups

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:

understood the aim of the game from instructions menu

Add any more information gained here:

Would like reminders / pop ups to inform the player what they're meant to be doing

add more graphics e.g bushes, map is repetitive

re design the instruction screen / controls pages

likes how the map is big

collisions would improve gameplay

shouldn't be able to walk in water/should move slower

like the music

Wants hints