



## User Evaluation Script

1. Run the program
2. Attempt to create a username and password and login
3. Try to create a map
4. Try to create a character
5. Try to save the character
6. Navigate to the text file where the character was saved
7. Verify the information in the text file matches the information from the software
8. Exit the software
9. Think of each software action you performed:
  - a. What features did they think worked well? And which ones did they think should be reworked?
  - b. Are there any bugs that arose from use by somebody who doesn't know the system?
  - c. Did the actions the user took produce the result they expected? If not, what was the expected result from the actions taken?
10. Thank the user

## Interviews

Mr. Malone

(Running the program)

The software should:

- ☐ Should have a run icon.
- ☐ Password should be screened during user creation.
- ☐ Not finished.

(Create a character)

- Very easy to tab through the character panels, the panels were logically organized, easy for an experienced user.
- Edit with confidence, with export feature, when the export feature is implemented.

(When asked what features worked well.)

- The software GUI was well labeled and logically organized.

(When asked if any bugs occurred because they had no knowledge of the software)

- The user did not find any bugs, even with no prior knowledge of the system.

(When asked if the software produced expected results)

- The software was easy to figure out and produced expected results, based on experience the user had with the tabletop game.
- The user could understand operation with no prior knowledge about software.
- The user can perform tasks needed for the game using both the software or traditional methods.

Mr. Bebe

(Running the program)

- The lack of an executable to run the program led to some problems because he was not a CS major. I ended up just starting the program for him.

(Login and User Creation )

- The login process was simple to understand and the instructions were easy.
- The only password screening is it can't be blank and there is no check on e-mail validity.

(Character creation)

- As a non D&D player he was a little confused by the meanings of the different things, but he thought the overall layout was well designed and easy to navigate through.

(Map)

- The map looks very nice, and the simplicity of the interface makes it easy to understand

(When asked what features worked well.)

- The login system is easy to use and all of the gui's have logical designs.

(When asked if any bugs occurred because they had no knowledge of the software)

- When trying to log in, he accidentally clicked the create user button and had no way to close it without either creating a new user or exiting the program.

(When asked if the software produced expected results)

- When the correct buttons were pressed, the correct results were produced.

Mr. Arias

(Run the program)

- Couldn't start the program, I had to start it for him because it needed to be run through command line.

Attempt to create a username and password and login

- Creating a login went very easily, had no problems.

Try to create a map

- Wasn't able to intuitively know how to design a map when shown the sample map, but once explained, was able to create a map to his own design and load it.

Try to create a character

- Thought the name section was too large and wasn't sure what to put in the description box.
- Really liked the randomizer because he wasn't sure what the options were.
- Thought the stat randomizer was cool, rerolled a lot until he got stats he liked.

Try to save the character

- Thought there should be a save button in the details tab

Think of each software action you performed:

What features did they think worked well? And which ones did they think should be reworked?

- Liked the map creation once he knew how to actually create his own map. Thought it could use explaining how to design a map.
- Liked the character creation screen, maybe have the ability to choose his own numbers for stats or a drop down menu for the details instead of all random.

Are there any bugs that arose from use by somebody who doesn't know the system?

- Didn't come across any bugs with the system, thought it was all working as intended even if it wasn't completely developed.

Did the actions the user took produce the result they expected? If not, what was the expected result from the actions taken?

- Everything acted as he expected it to.

Mrs. Black

(Run the program)

- Could not get the program to run; they are not good with tech and computers. Because it was over a long distance, was not able to get it to run.

(Screenshots of running)

- Decided it did not look very good for presentations, but liked that there was options starting to show up.

- Thinks the options are very limited for now, and would like more things to be able to do before it is complete.

Things the client is looking for:

- Easy to use and run
- Able to use it online with other people through the internet (that would not be able to get together with due to space differences)
- Possible implement more features for users (such as images, and the like)
- Able to create their own avatars with their own images

**Group participation:**

<b>Charles Chatwin</b>	Created the document, began collaboration with other members. Added interview for user(Mrs. Black)
<b>Michael Hartzell</b>	Added to the script and interviewed one user(Mr. Bebe)
<b>Kristoffer Schindele</b>	Interviewed User using script (Mr. Malone), edited the script
<b>Logan Brewer</b>	Created example script to give to a tester, added interview(Mr. Arias)