

Name: *Danny*

Relation to Bobby: *Best friend!*

Q1: When the game started, were the objectives clear? Did you feel that the instructions page was adequate? *Pretty much clear yeah*

Q2: Were there any technical problems with the way the game functioned?

*Only in a later stage, great otherwise*

Q3: When the game switched to the second level, did you understand the new requirements?

*yes but I figured it out*

Q4: What could be done to (reasonably) improve the game?

*Longer instructions up front on how  
commands work*

Q5: Did you feel that Buster moves around the screen at a good pace?

*Could move faster but ~~it~~ <sup>it</sup> was*

Q6: Is picking a move from the left side and having it appear on the right side intuitive?

*yes*

Q7: When loops were added, did you understand how they worked?

*took me a second but yes*

Q8: How about functions? Did you understand why they were added?

*More instructions on those  
could be helpful*



Q9: Do you think that the Conditional statement is intuitive? Do you understand when they should be used?

Not quite

Q10: Did you like the size of the game window?

Yes

Q11: Any additional comments?

Am!



Name: Will Fonseca

Relation to Bobby: Roommate

Q1: When the game started, were the objectives clear? Did you feel that the instructions page was adequate?

I required the spoken words of Bobby to explain the instructions.

Q2: Were there any technical problems with the way the game functioned?

No, it was very fluid.

Q3: When the game switched to the second level, did you understand the new requirements?

I noticed the change, but could have used more explanation about exactly what it was and how to use it.

Q4: What could be done to (reasonably) improve the game?

A more concise directions page, and more explanation about the new buttons.

Q5: Did you feel that Buster moves around the screen at a good pace?

Yes.

Q6: Is picking a move from the left side and having it appear on the right side intuitive?

Yes.

Q7: When loops were added, did you understand how they worked?

Not at first, but eventually. ~~by~~ I would've benefited from a straightforward explanation.

Q8: How about functions? Did you understand why they were added?

Not at first, but eventually. See above Q7



Q9: Do you think that the Conditional statement is intuitive? Do you understand when they should be used?

Yes.

Q10: Did you like the size of the game window?

Yes.

Q11: Any additional comments?

Overall, I suggest more straightforward descriptions of the new tools for the game player.



Name: Natalie Acton

Relation to Bobby:

friend

Q1: When the game started, were the objectives clear? Did you feel that the instructions page was adequate?

I knew I wanted to get Buster to the dog house using the moves I had.

Q2: Were there any technical problems with the way the game functioned?

No.

Q3: When the game switched to the second level, did you understand the new requirements?

Yes, there were obstacles in the way.

Q4: What could be done to (reasonably) improve the game?

I thought I could use the arrows on the keyboard to move buster.

Q5: Did you feel that Buster moves around the screen at a good pace?

Yes

Q6: Is picking a move from the left side and having it appear on the right side intuitive?

I did not think so.

Q7: When loops were added, did you understand how they worked?

Yes, it repeated the move repeatedly.

Q8: How about functions? Did you understand why they were added?

Yes, but they weren't as intuitive as loops at that point.



Q9: Do you think that the Conditional statement is intuitive? Do you understand when they should be used?

Q10: Did you like the size of the game window?

Yes, generally the same size as most games (minesweeper).

Q11: Any additional comments?

I thought/understood loops over functions because they were introduced first.

I also didn't realize it was an overall Strategy game versus an individual step game (thought it would show where the moves went).