Initial Evaluation Stage

Note Before Evaluation

On the day we were going to perform our game evaluation techniques we had problems with the git development of our game. We had one commit via upload which meant our repo was duplicated inside of itself stopping us from running our game. We reached out for help in the lab and eventually found and reversed the source of the problem we will write about this in our final report but we thought it was worth noting at this stage.

Think Aloud Evaluation

Peer-Assessed Think Aloud Evaluation 1: 13/03/23
Positives:
- Character design is good
- Realistic/good jumping and falling motion from character

Things to work on:
- Level design made the game quite hard to play
- Character cannot yet collect boost items though the items still appear on screen
- No background graphics yet

Peer-Assessed Think Aloud Evaluation 2: 13/03/23
Positives:
- Graphics are generally good

Things to work on:
- The map is too small at the moment and the map design is not quite right. Some parts are really tricky and some parts are too easy
- The buttons on the start screen don't quite align with the places you click to press them which is quite confusing ie. you have to click the text rather than the button behind
- There is no end screen or win stage when you get to the end of the map

Heuristic Evaluation

Heuristic Evaluation 1: 13/03/23

Interface	Issue	Heuristic	F	I	P	S
First page	Clicked and no feedback about state change on the first page one player or two player buttons	System Visibility	2	3	3	8
	The buttons should look more like buttons	Consistency	3	2	2	7

Interface	Issue	Heuristic	F	I	P	S
	No labels for which keys to use (though immediately used the correct ones)	Help and documentation	4	2	2	8
	Expect a drop before you actually do — sometimes you can walk on thin air	Consistency	3	3	2	8
	Make gravity a bit lighter so that it is less difficult initially	User control and freedom	2	2	2	6
	You can't see the scores	Visibility of system status	4	2	2	8