User Testing Scenarios (ALPHA Final)

**Testing Objectives:**

* Start the game from the main menu
* Check the controls (in game and in main menu?)
* Identify objectives and try to discover the first few
* Solve bridge gap? Is there more than one way to do this?
* Deploy the S5-ANT. Does this interaction feel good?
* Open vent on the wall?
* Does moving inside the perspective of the bot feel good?
* Hacking world interaction. Does it make sense? Was the puzzle difficult?
* Return to main body. Is that obvious?
* Do you understand the advantages / disadvantages of each bot? Why is / isn’t it obvious?
* Restore power to the station.

**Post-Test Questions:**

Was the overall goal of the game clear?

On a scale from 1-10, 10 being hard, were the controls easy to learn?

Was each objective clear in its purpose?

Did the game feel like there was more than one way to solve a problem?

How does deploying the S5-ANT feel? Does its purpose make sense?

Are the AR / Tooltip pop-ups helpful?

T/F: The different robots you controlled had clear strengths and weaknesses.

How does the hacking world feel? Was the purpose of the alternate world clear?

Any additional feedback?