User Testing Scenarios (ALPHA Final)

* Start the game from the main menu
* Check the controls (ingame 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.

To-Do:

* Textures (level one priority)
* Presentation outline and assign slides / design
* Lighting the scene
* Create controls menu/window
  + Implement in an interactive way in-game?
* Round of User Testing (maybe two after one iteration of fixes?)
* Pick / find / or create ambient sound
* Dust/debris research/place
* Create SFX library on master branch?
* Make hacking world puzzle more interesting. Make one more puzzle?
* Trailer? Assign / begin work (revised storyboard based on changes from design doc)
* Redesign level 3 (purpose, layout, puzzles, interactions leading into level 4)
* Modelling all complete (LOOOOOOOOOL)
* Promotional posters

In order:

* Controls finalize
* Lighting
* Textures
* SFX Library creation w/ ambient sound
* Level 3 redesign
* Puzzle (hacking, more, talk YuFeng first)
* User Testing
* Presentation design