**Heuristic Evaluation Worksheet**

**Group** 6 - Sharna, Jacob, Aaron and Dominic

**Evaluators**: Sharna, Jacob and Dominic

**Facilitator**: Aaron

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| **Heuristics (write down your chosen heuristics)** | **Nielsen’s severity ratings** |
| 1. Visibility of system status   “The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.”   1. Match between system and real world   “The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms.” Humans find comfort in familiarity (familiarity with real world objects and activates in this case a park and bike riding)   1. Recognition rather than Recall   In this instance “a menu system is the most classic example of a recognition-based user interface: the computer shows you the available commands, and you recognize the one you want.”   1. Help and Documentation   “It is better if the system can be used without documentation, but it may be necessary to provide help. Any such information should be easy to find and focused on the user’s task.” In this instance the controls to play the game will be shown in the menu so the user knows how play.  Gameplay   * Provide clear goal of the game (collecting the posters)   Usability   * Provide feedback for the user when interacting with the game (sound effects) * The player should experience the menu * Players do not need to use a manual * Player should have enough information to play * Environment should be recognizable to player (it’s set in a park) * Interface is non-intrusive   Mechanics   * Basic user controls e.g. WASD for movement, left mouse to click. * A player should always know how many posters they have collected | 1. I don't agree that this is a usability problem at all 2. Cosmetic problem only: need not be fixed unless extra time is available on project 3. Minor usability problem: fixing this should be given low priority 4. Major usability problem: important to fix, so should be given high priority 5. Usability catastrophe: imperative to fix this before product can be released |

**Number of Heuristic assessed: 8 - Visibility of System Status**

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| **Task/issue/recommendation** | **Evidence (e.g. screenshot)** |
| **Requirement assessed:** The objective of the game should be clear  **Rating: 3**  **Recommendation:** The objective is key, so the user knows what to do. Recommend adding a pop up, or a sign in-game that tells the user what the objective is. | **N/A** |
| **Requirement assessed:** There should be feedback for the user when interacting with the game.  **Rating: 3**  **Recommendation:** Either a sound clip when interacting with the world or pop up UI. |  |
| **Requirement assessed:**  Player should be able to pick up/collect posters  **Rating: 4**  **Recommendation:** Implement poster interactionfunction | C:\Users\Dominiq\AppData\Local\Microsoft\Windows\INetCache\Content.Word\Noctice board 2 with poster.pngC:\Users\Dominiq\AppData\Local\Microsoft\Windows\INetCache\Content.Word\Noctice board 2 (no poster).png |
| **Requirement assessed:** Players should be able to see/know how many posters they have collected  **Rating: 3**  **Recommendation:** A sound clip and UI on the right hand of the screen – “1/8 of posters collected” | C:\Users\Dominiq\AppData\Local\Microsoft\Windows\INetCache\Content.Word\inventory posters.png |
| **Requirement assessed:** The game should be evenly paced so the player doesn’t get bored/speed through it.  **Rating: 3**  **Recommendation:**  Add more interactable items in the environment so the user spends more time in the park | **N/A** |
| **Requirement assessed:**  Game should respond once the player has collected every poster  **Rating: 4**  **Recommendation:** Implement a win condition for collection of posters and apop-up screen | C:\Users\Dominiq\AppData\Local\Microsoft\Windows\INetCache\Content.Word\inventory posters.png |
| **Requirement assessed:** Player should be able to look and move around and interact with environment  **Rating: 0**  **Recommendation:**  Make sure to reduce the chance of motion sickness – “No running” |  |
| **Requirement assessed:** The player should be able to begin the game from the main menu  **Rating: 1**  **Recommendation:**  Make sure the buttons work | C:\Users\Dominiq\AppData\Local\Microsoft\Windows\INetCache\Content.Word\Menu.png |

**Number of Heuristic assessed: 1 - Match between system and the real world**

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| **Task/issue/recommendation** | **Evidence (e.g. screenshot)** |
| **Requirement assessed:** The game should be visually pleasing  **Rating: 3**  **Recommendation:**  Add more interactable items in the environment and items representing park features so the user spends more time in the park and it makes it more visually pleasing. | **N/A** |

**Number of Heuristic assessed: 2 - Recognition and Recall**

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| **Task/issue/recommendation** | **Evidence (e.g. screenshot)** |
| **Requirement assessed:**  The player should be able to quit the game from the main menu  **Rating: 4**  **Recommendation:**  Main Menu is not complete. Add quit button to the main menu | C:\Users\Dominiq\AppData\Local\Microsoft\Windows\INetCache\Content.Word\Menu.png |
| **Requirement assessed:** The player should be able to begin the game from the main menu, and navigate through the options  **Rating: 1**  **Recommendation:**  Main Menu is not complete. Add options menu, and navigation. Make the pause menu so that the player can go back to the main menu to quit the game |  |

**Number of Heuristic assessed: 1 – Help and Documentation**

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| **Task/issue/recommendation** | **Evidence (e.g. screenshot)** |
| **Requirement assessed:**  The player should know how to play the game and navigate around the environment.  **Rating: 3**  **Recommendation:**  Add a controls menu to the main menu. | **N/A** |