

Solve'n Slide

Alpha Presentation

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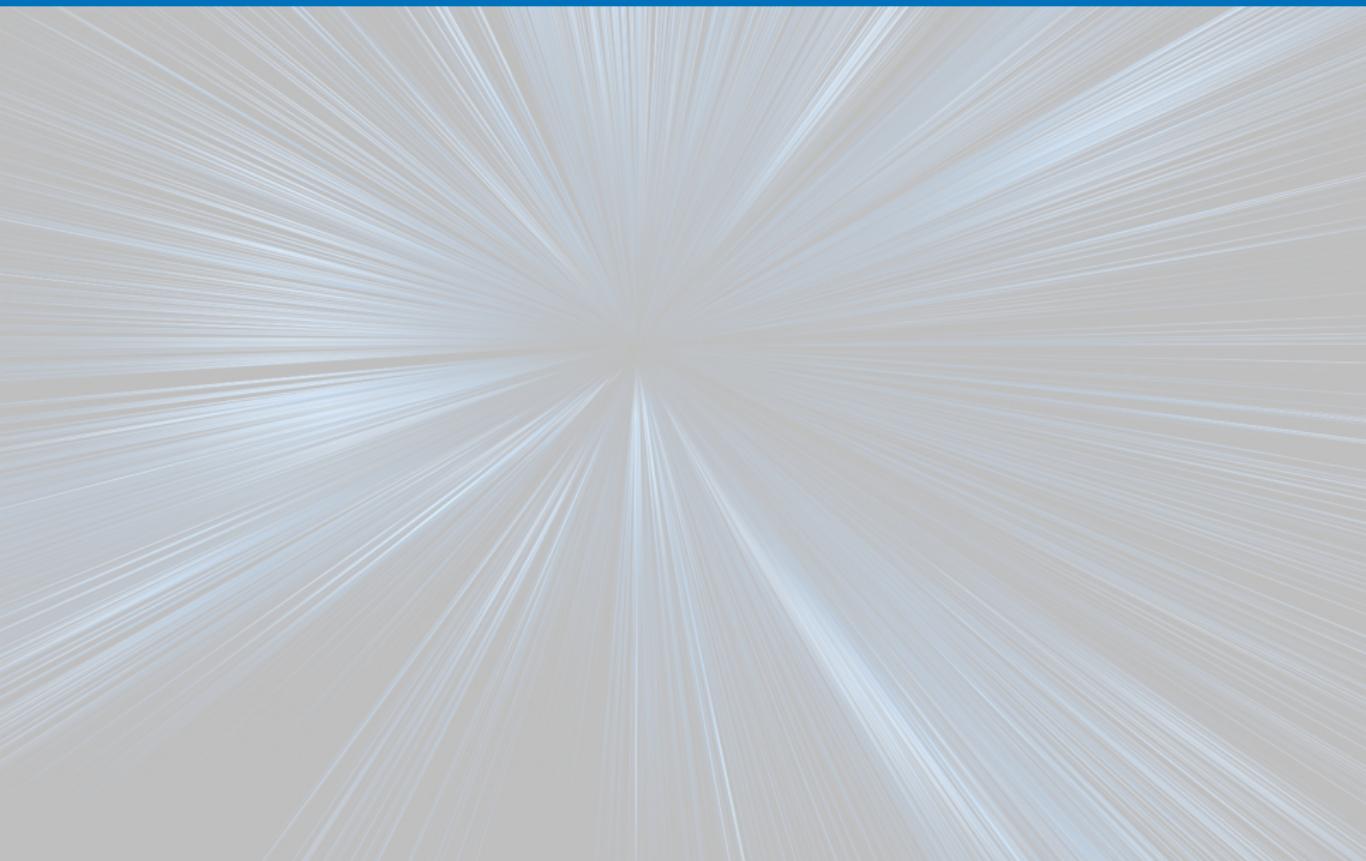
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Current Status



Testing Procedure

- 15 participants
 - 10 male, 2 female
 - Age 16 to 27
 - 12 filled out survey
- Testing methodologies
 - 7 live tests
 - 6 Skype tests with screen sharing
 - 2 Skype tests without screen sharing
- Making notes during test
- Filling out survey (25 questions) afterwards

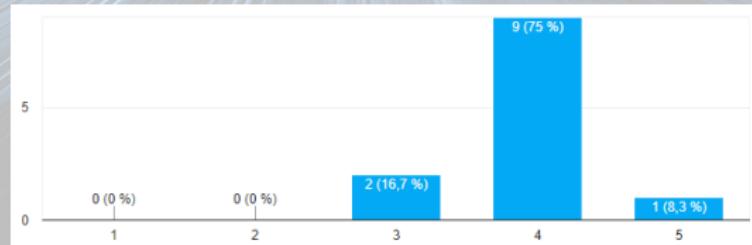


Figure: How much fun was the game?

Graphics - Main Menu

- Very controversial
- Negative:
 - Strange looking level preview images
 - Option button not working



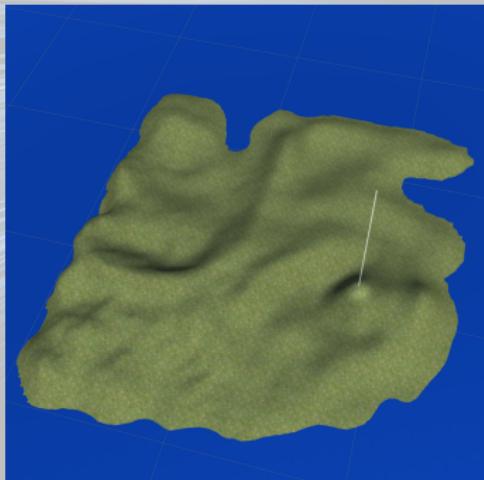
Graphics - User Interface

- Mostly liked
- Negative:
 - Inconsistent fuel display between levels
 - No fuel display in manipulation phase



Graphics - Environment

- Most disliked
- Negative:
 - Terrain looking empty (\rightarrow grass + trees)
 - Water and forcefields not recognizable (\rightarrow animated textures + shaders)



Controls

- Biggest criticism: missing information about key bindings
- Generally rather intuitive
- Changing height with mouse wheel felt strange (prefer combination of shift/ctrl/space)
- Dedicated button for restarting action phase needed (e.g. 'R')

WASD - Movement
Mouse Wheel - Change Height
'1' - Terrain Manipulation
 LMB - Raise Terrain
 RMB - Lower Terrain
'2' - Fueltank Placement
 LMB - Place Fueltank
 RMB - Remove Fueltank