Expert Test: Group 3.

We asked the experts the following six questions:

1. What kind of interactions would you like after the fight?
2. What would should we add to our teaser to make **YOU** watch the feature film?
3. Blood will be a part of this animated comic, should we go for a realistic blood level, or kill bill level?
4. Does this teaser give you a comic book vibe?
5. Does this comic capture the Samurai atmosphere?
6. How should you move forward in the story?

Finds:

Alternate endings depending how the use acts in the dialog scene and the fight scene. The testers liked the atmosphere of the comic, and was generally interested in watching the full movie, and find out why the Samurais are fighting.

Regarding our blood level, we decided not to suppress the violence - Because these "kids" loves violence and this will make our comicbook more "adult" and appealing.

The animation gave a good comic book feel, and they loved our style of drawing. But we should have in mind that the "NEXT" (going from scene to scene) shouldn't be a static button, but appear after dialog ends on given scenes. It was more obvious for the user to press the actual character, rather than pressing a button, because the character appears highlighted compared to the background.

In other words, the user would like an immersive, comic book prelude, which goes automatically. The real interaction should be when you decide, what the protagonist will say, and figure out how to defeat the thugs in the fight scene. This is where the user truly feel they have an influence on the story. If they lose, the user will try harder to finish the interactive teaser.