

My classmate user tested the game The Average Everyday Adventures of Samantha Browne, an interactive story where the player helps Samantha fulfill her hunger by creating oatmeal.

Observations

1. Used mouse to click through dialogue
2. Clicks next even though dialogue isn't fully displayed
3. Looked confused at the chat bot scene
4. Clicked and skipped through chat bot dialogue
5. Rested head on hand, looked bored
6. Hesitated on the "wait here" scene
7. Said "please be done" while waiting for oatmeal cooking scene

Need finding

1. Needs a way to be more engaging
2. Needs to be more interactive for the player
3. Needs character development
4. Needs to build sympathy
5. Needs to not have overlapping music
6. Needs indicator that objects are clickable
7. Needs clear message and goal of the game before starting the game
8. Needs explanation for losing / winning the game
9. Needs clear message at the end of game



