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GIMM 375

Professor Doty

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UX/UI Testing for VR Game

1. Did you like the simulation?

* Yes
* I would not consider it a game but more of a house assembling software
* Yes
* Yes
* yes

1. Was there anything that was unclear? (Objective, UI, etc.)

* No, I thought the directions that were written in game were clear. I did see Carson play the game beforehand though.
* No but I probably have a better understanding of technology than the people that would find this useful
* No
* No
* No, the directions where clear

1. Did something not work as expected?

* I put pieces of the house into the floor
* There were some parts missing colliders
* I could not spawn more pieces
* No
* nope

1. Any improvements you would make to the current state of the game?

* I would not allow people to put pieces of the house into the floor. Allow people to change the color of the pieces.
* Add a preview of the prefab pieces as a picture so people can see what the piece looks like before spawning it
* More pieces and buildings
* A neighborhood all around you
* Add more plant and nature elements

1. Anything you want to see removed or added?

* See my point in #4
* A way to throw away pieces
* Furniture
* Furniture
* Add nature elements.

1. Lastly, what do you think of the current way you interact with and place objects?

* Great! I like that I can put together house in the model and see if in the build site.
* It works for what it is intended for
* Good
* Works pretty good, smooth
* It was smooth controls.