Ease of use testing tasks

Task 1: Run the application.

Task 2: Start a game with 4 players.

Task 3: Configure but do not start a game with 6 players where

Task 3.1: Red is you.

Task 3.2: Green is a computer controlled opponent set to medium difficulty

Task 3.3: Orange is a computer controlled opponent set to easy difficulty

Task 3.4: Purple is a computer controlled opponent set to hard difficulty

Task 3.5: Blue and Yellow are both actual players with names of your choosing.

Task 4: Access the help section from any of the screens.

Task 5: Start a game with human players. Play a couple turns and close the app.

Task 6: Resume the game you were previously playing.

Task 7: Close the app once more and now start a new a game with settings of your choosing.

Task 8: Play this game until a player wins.

Ease of use testing feedback form

Give each of the tasks a rating from 0 to 10 based on the difficulty of accomplishing the relevant tasks.

Task 1 Score: \_0\_\_\_\_

Task Remarks: touching an application icon is not hard \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Task 2 Score: \_\_0\_\_\_

Task Remarks: \_easy to see which game setting option was for the 4 players version of the game. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Task 3.1 Score: \_1\_\_\_\_

Task Remarks: \_\_a bit harder just beause I had to type all the letters of my name. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Task 3.2 Score: \_1\_\_\_\_

Task Remarks: \_\_one click \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Task 3.3 Score: \_0\_\_\_\_

Task Remarks: \_\_no clicks \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Task 3.4 Score: \_1\_\_\_\_

Task Remarks: \_one click \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Task 3.5 Score:\_2\_\_\_\_

Task Remarks: \_couple extra clicks compared to just picking the robot difficulties \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Task 3 Overall Score:\_\_2\_\_\_

Task Remarks: \_\_6 players required a bit of effort simply because there were more player details to enter. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Task 4 Score:\_\_n/a\_\_\_

Task Remarks: \_\_Could not see the Help menu on our tablet \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Task 5 Score:\_3\_\_\_\_

Task Remarks: \_easy to understand what to do \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Task 6 Score:\_2\_\_\_\_

Task Remarks: \_easy to understand and not too many clicks \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Task 7 Score:\_\_4\_\_\_

Task Remarks: \_pretty easy to play and the hints were helpful to see what moves you could make. Nearing the end of the game when my pegs were in the opposing players end it was difficult to see the hints on our tablet because the colouring was similar. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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General Remarks: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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