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 and 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:

Task 2 Score: 3

Task Remarks: Switching between the computer and real players was confusing.

Task 3.1 Score: 0

Task Remarks: Easier once the controls were figured out

Task 3.2 Score:0

Task Remarks:

Task 3.3 Score: 0

Task Remarks:

Task 3.4 Score: 0

Task Remarks:

Task 3.5 Score: 0

Task Remarks:

Task 3 Overall Score: 0

Task Remarks:

Task 4 Score: 10

Task Remarks: Could not locate the help screen.

Task 5 Score:0

Task Remarks:

Task 6 Score: 10

Task Remarks: Did not ask to resume play

Task 7 Score: 8

Task Remarks: Game worked well. At the end of the game the program crashed though

General Remarks: I liked that the pieces predicted possible movements. It allows for less experienced players to enjoy the app.