

### Brick Breaker Usability Test

Name: Sam

Age: M

Sex: M 20

Race: W

How often do you play video games?

Never

Often

Sometimes

How much do you agree with the following statements:

1. The game was enjoyable to play.

<b>1</b> strongly disagree	<b>2</b> disagree	<b>3</b> indifferent	<b>4</b> agree	<b>5</b> strongly agree
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2. The game was too hard to play.

<b>1</b> strongly disagree	<b>2</b> disagree	<b>3</b> indifferent	<b>4</b> agree	<b>5</b> strongly agree
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3. The graphic movements looked smooth and fluid.

<b>1</b> strongly disagree	<b>2</b> disagree	<b>3</b> indifferent	<b>4</b> agree	<b>5</b> strongly agree
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4. You understood how the score was being calculated.

<b>1</b> strongly disagree	<b>2</b> disagree	<b>3</b> indifferent	<b>4</b> agree	<b>5</b> strongly agree
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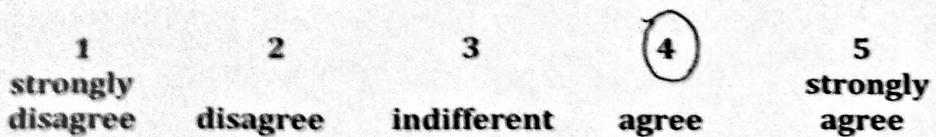
5. The interface was user-friendly.

<b>1</b> strongly disagree	<b>2</b> disagree	<b>3</b> indifferent	<b>4</b> agree	<b>5</b> strongly agree
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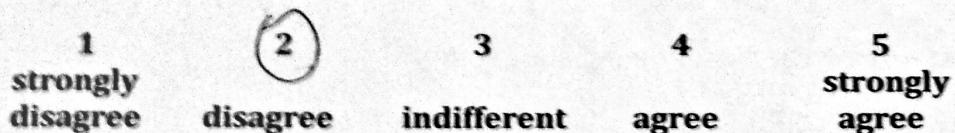
6. You found the game controls easy to understand.

<b>1</b> strongly disagree	<b>2</b> disagree	<b>3</b> indifferent	<b>4</b> agree	<b>5</b> strongly agree
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7. The game kept your attention.



8. The colors were distracting and poorly chosen.



9. What is something you would improve about the game?

ability to change paddle direction  
Z's face at the end when you win  
~~score~~ related to "level" or <sup>score</sup> related to speed

10. What was your favorite feature of the game if any?

The variable speed

Brick Breaker Usability Test

Name: Ann Yang

Age: 29

Sex: Female

Race: Asian

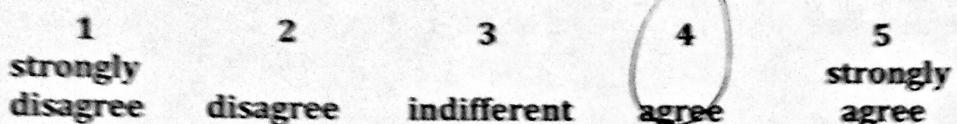
How often do you play computer games?

Never

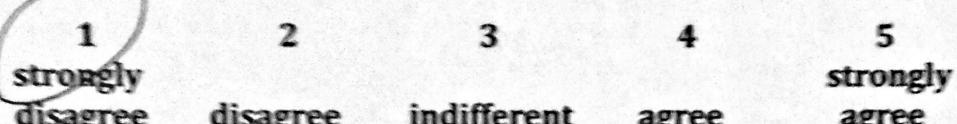
Sometimes Often

How much do you agree with the following statements:

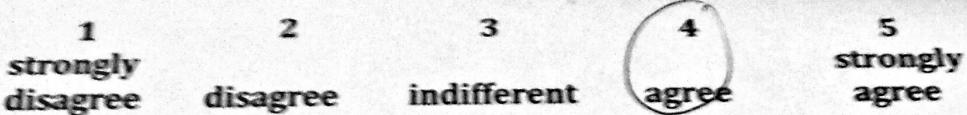
1. The game was enjoyable to play.



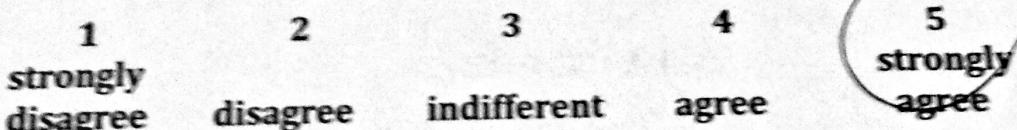
2. The game was too hard to play.



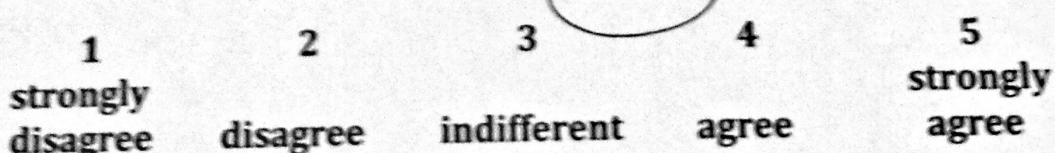
3. The graphic movements looked smooth and fluid.



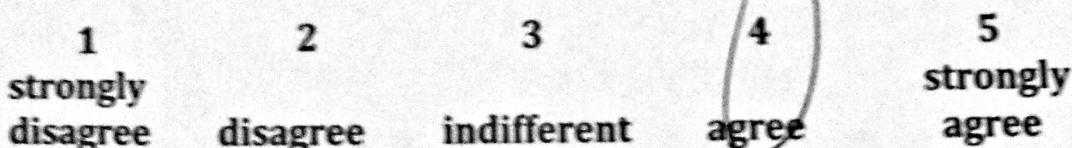
4. You understood how the score was being calculated.



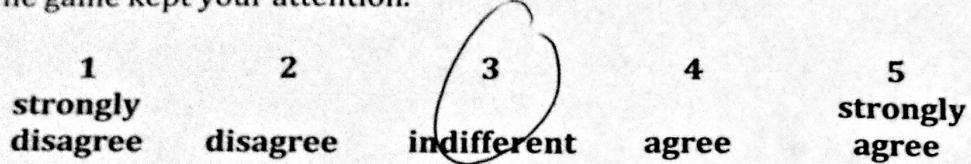
5. The interface was user-friendly.



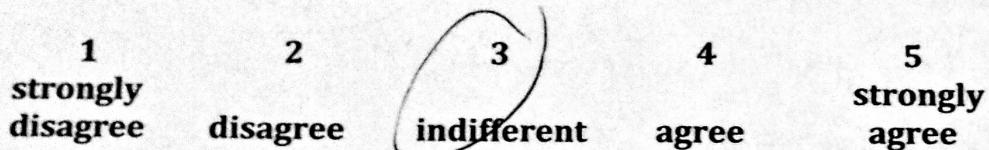
6. You found the game controls easy to understand.



7. The game kept your attention.



8. The colors were distracting and poorly chosen.



9. What is something you would improve about the game?

UX design

10. What was your favorite feature of the game if any?

the exclamation point.  
the changing colors of the  
blocks layered.