# User testing session 2 – Lost in Space VR

Udacity VR Nanodegree Capstone Project

Questions and answers:

1. How big do you feel in this scene?
   * Normal, the furniture seems like the appropriate size now
2. How does the movement feel?
   * Clicking on the floor is OK, but when you click on an object on the wall, it brings you way to close to the wall/object.
   * Sometimes it feels like you are looking through the wall, or I get stuck on the wall because it brings you too close.
3. How does the speed of movement feel? (Too fast/too slow)
   * Slower speed is better, but a little slower would be preferred.
4. Any feeling of motion sickness?
   * No motion sickness, but still a little disorienting if looking around too much while moving
5. Were there any issues with the game mechanics?
   * There was no countdown timer on the screen that was mentioned
   * Was able to walk through one of the walls in the living quarters area, between two of the rooms
   * Unable to enter the open door for one of the rooms – not sure if that is intentional or not (it wasn’t, player should be able to enter)
   * Got one of the key cards mixed up with another – blue and green look too similar
6. What do you feel is the mood of this scene?
   * More exciting with the background music, and the alarms at the beginning really help to set a tone of urgency.