# 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. – modified a characteristic of the navmesh agent, to prevent the player from getting too close to the wall when clicked
   * Sometimes it feels like you are looking through the wall, or I get stuck on the wall because it brings you too close. – modifying the stopping distance (same characteristic as above) helped to prevent this as well
3. How does the speed of movement feel? (Too fast/too slow)
   * Slower speed is better, but a little slower would be preferred. – slowed down the navmesh agent speed a little bit more
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 – discovered how difficult it can be to implement a HUD in VR, so opted to display the countdown timer on multiple screens throughout the ship, and sync them all to a single timer
   * Was able to walk through one of the walls in the living quarters area, between two of the rooms – updated this wall section to make it static and prevent this
   * 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) – made it more obvious that door is broken by tilting each door panel
   * Got one of the key cards mixed up with another – blue and green look too similar – changed color of green keycard to purple
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.