# User testing session 1 – Lost in Space VR

Udacity VR Nanodegree Capstone Project

Questions and answers:

1. What is your first impression when you start the app?
   * It wasn’t very obvious that you have to pick up the key card to open the door from the bridge – Added text to the key card reader to help the user understand it is needed to open the door.
   * Not sure what is the point of this app - Added text to the main computer screens to clue user in on the objective
2. How big do you feel in this scene?
   * Normal, except for some of the furniture like in the mess hall seems a little bit too big – Scaled down most of the furniture to 0.8 to make the size more appropriate
3. Compared to the ship?
   * This feels normal, the right size for a person
4. Compared to the furniture?
   * Furniture seems like it’s the right size, maybe a just a little bit to big
5. Was it easy to figure out how to move?
   * It’s not intuitive that you need to click on the floor to move
   * It might be easier to move around if you can also click on the walls – allow user to click on objects of interest and panels on the walls, just not the walls themselves
   * Not obvious that it moves you to where the reticle is located when you click
6. How does the speed of movement feel? (Too fast/too slow)
   * Movement feels a little too fast, especially if you click again while you are moving – Slowed down movement speed of the Navmesh agent for the main player
7. Any feeling of motion sickness?
   * Feel a little bit of motion sickness if you turn you head while you are moving, very disorienting – slow down speed for now, may need to adjust acceleration later
8. Were there any issues with the game mechanics?
   * No, it’s easy to do what you need to once you know what’s expected (open door, pick up objects, etc.)
9. What do you feel is the mood of this scene?
   * Kind of boring, no sounds really, and no background music – Added background music and several sound effects (doors, alarms, etc.)