Test 1 & 2 Conducted by Robert McClelland​ 2/09/2015

Unity Version: “Super Boring UI for Color Selection”

**Anthony Dam** (No Controller Available)

Gender: Male

Fav Game: Xcom

Fav Genre: Strategy

Demographic: Pc Gamer

**Observations:**

**Item Store**

* Tried to click below spike to ‘deselect’
* Found it odd to be clicking ‘images’ like the spike

**Battle Scene**

* Went to arrow keys first
* Won first try
* Managed to get stuck on the fridge/crates
* Tried to break the environment
* **BUG:** the lighting was weird and made the map super dark for some reason

**Comments:**

* Controls were too focused on the left hand

Suggested: Movement on arrow keys, Activateables on QWER like MOBAS

Suggested for Controller: A is front socket, Y is back socket (and left/right is normal)

* 2nd map is a bit small
* Hazards should only be ‘activated’ if they do dmg
* Boost/Strafe should require investment of attachment
* If environment is going to hurt make it obvious (Like spiky walls)
* Didn’t really notice the minimap

**Suggestions:**

* Flipping should do continuous hp dmg or have a counter till you lose/win
* Vertical/Horizontal Saws
* Early activateable traps can be a chair with a bucket of acid on it (knock over the chair to activate)
* Map can be upgradeable? Paper Outline -> Radar -> Top down camera
* Time Limit over just traditional timer

**Tiasha Lawson** (Controller available)

Gender: Female

Fav Game: Bioshock

Fav Genre: Indie

Demographic: No preference to platform/ play what’s available

**Observations:**

**Battle Scene**

* Flipped on 2nd try, easier on controller (Flip was mapped to X)
* Figured out controls fine on controller
* Focused on flipping cuz ramming hurts (could just be personal playstyle)
* Preferred bumper acceleration over trigger acceleration
* **BUG:** Bot got caught ‘wandering’ into the fence 50% of the time

**Comments:**

**Store Scene**

* ‘Ok’ button rather than click the mower
* ‘A’ button for controller
* Don’t make too many bits multi-color customizable – limit to just sockets, motor and body
* 4 socket points will provide enough customization

**Battle Scene**

* Battles are a bit short
* Map 2 is a bit small on the corners (no room to manoeuvre to get back behind enemy since both same speed)

**Suggestions:**

* Hazards should be activateable
* Environment hurts as an option
* Attachments result in activateables (boost/strafe tied to the rocket on the right socket)
* If more than one bot shows up then it should be FFA
* Drifting might be cool to solve the problem of the small 2nd map
* Quick-Spin attachment?
* Ranged weapons should be rly hard to aim if available (like green shell in Mario kart)