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)

**Angus Munro (Controller Unavailable Controls Reassigned to movement with arrow keys)**

Gender: Male

Fav Game: Kerbal Space Program

Fav Genre: Simulation

Demographic: PC-casual

**Observations**

**Battle Scene**

* Won first by flipping
* Car controls are good (over direct WASD control)
* Controls are better with right hand on arrows, left hand is less busy
* Cover was too similar in color (changed to black in subsequent tests)
* Cover had too little hp
* The game is too easy (really simple to flip)
* AI wanders a bit too much
* Battles are a bit short

**Comments**

**Map 2**

* Motion blur is a bit much, lens flare is fine
* Map is a bit too small
* Map should be made bigger before making the turning circle smaller
* Preferred the first map mechanically preferred 2nd aesthetically

**Item Store**

* **BUG:** Spike did not fix to player rotation
* Color slider over picker
* Model should not always follow mouse
* Coloring different parts would be cool
* 4 is enough sockets

**Danielle Lyle-Stirling (Conducted with Angus Munro)**

Gender: Female

Fav Game: Fallout 3

Fav Genre: FP RPG

Demographic: PC but prefers controllers

**Comments**

**Battle Scene**

* Steering controls are good
* Controls are more natural with right on arrows left on activateables
* Flipping is more fun than ramming
* AI needs to know how to flip itself back over
* Countdown is good for flipping (over deprecating hp)
* Enemy bot is a bit too simple
* Map is too small/simple to require the mini-map

**Future (Combined with Future Suggestions from Angus)**

* Drifting should be an option not a constant thing (Wheel Attachment?)
* Ranged can exist but should be a high skill thing
* Attachments result in activateables (boost/strafeing not there from start)
* Fully restored attachments after battle (difficulty can increase cost)
* Hazards can be both static and activateable
* Some sort of plough so hitting from front results in enemy rolling over you
* Catapults/Oilslick attachment
* 4 player multiplayer max, FFA/2v2
* Map needs to be bigger than the first if playing multiplayer
* Split screen should be fine, horizontal split first
* Had fun