ENG1 - Assessment 2

User Evaluation

Eval2.pdf

Group 4

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Methods of User Evaluation

For the user evaluation of our 2D game, we targeted computer science students who are currently undertaking similar game development projects. They were selected because they have the technical knowledge and can provide good quality feedback due to them doing similar projects making them ideal to offer criticism and feedback

We used a combination of online forms and shared documents to collect data from our testers. Prior to the gameplay, participants were asked to fill out a google form about how their data would be used, ensuring transparency and compliance with ethical standards. The form included fields for demographic information, and consent for data usage. After playing the game, testers were asked to answer a series of predefined questions we as a group had created. These covered various aspects of the game such as gameplay, controls, graphics, and overall experience. Their responses were recorded in a shared document for later analysis.

The evaluation process was structured as follows:
We met in person with the various participants and once they had filled out the form we gave them access to our game. They were told the premise of the game such as you are a student and it is a week before your exams and how it should last 10-15 minutes. They were also told the importance of their feedback and how the general evaluation of the game was crucial for development.
They played the game from start to finish to ensure they experienced all aspects of the game for detailed feedback.
After they finished playing the game, we asked the testers our list of predefined questions. These questions were designed to get a good overview of not only what was good with our game but also the aspects that could be improved as they covered a wide range of topics, from usability to overall enjoyment.
Their responses were recorded in a shared document. This meant we could allow for efficient analysis and we are able to identify common themes and areas for improvement.

Our rationale behind these choices was to get the best feedback possible for our game. For example, by targeting Computer Science students, their technical background ensures they can provide insightful feedback on both the game's functionality and development. Their involvement in similar projects means they have a deeper understanding of the challenges of game development. The use of an online form was selected for ease of use and its ability to standardise the data collection process. The shared document allowed for collaborative analysis too. By using a structured questionnaire, we ensured that all relevant aspects of the game were evaluated systematically. By asking the same questions, it enables us to have comparable and consistent user feedback.By informing participants about how their data will be used ensures compliance with ethical standards, which is crucial for the integrity of the evaluation process.

All of these techniques enabled the group to refine and develop our 2D game.

Usability Problems

ID	Issue Description	Severity
1	No information given about the objective of the game.	5
2	No information about movement controls given.	1
3	Movement speed is very fast.	2
4	Diagonal movement speed is faster than purely horizontal or vertical.	2
5	Other than time resetting, there is no indication that the day has ended and the next has begun.	4
6	The map layout is confusing, with no way to see an overview.	
7	Length of a day feels rather long - appears as though there is not enough energy to perform activities later than 6pm.	3
8	Only one streak is shown on the score screen.	2