User Test Iteration 1

1. **Does the environment feel like you’re in an actual room?**

It feels rather gloomy because the lights are rather dim, although they do look somewhat funny. I’m noticing that there are orbs there, but I’m not sure what they do right now. I imagine they will be useful in a later iteration of the game.

1. **What impression do you get when you first enter the building?**

I get the feeling that I’m in a dungeon of some sorts. It looks rather dark, and gloomy. I feel somewhat scared, but not quite.

1. **Does the environment feel realistic enough for you?**

I’m reacting to the environment just from looking at it, so I would say that it feels realistic enough so far. The lights and the orbs give that away though.

1. **Are you comfortable looking at the environment as it is right now?**

So far yes, I’m not having any major problems trying to look at the orbs and environment so far.

Result: will need to work on the point and spot lights, and make the orbs stand out more

User Test Iteration 2

1. **Can you see the interface legibly and clearly?**

It’s a little curved. Other than that yes, I can read the interface clearly and legibly.

1. **What do you think the interface menus imply?**

It’s obvious. Start Menu begins the game, and Restart Menu allows me to restart the game if I want to play again.

1. **Are you able to toggle between the two menus.**

It took me a while to click on the button, so I’m guessing the menus aren’t working properly. But eventually I’ve been able to

Result: Placed the Start and Restart menus at the center, and added the GVR Reticle to make it easier to click on the menu buttons.

User Test Iteration 3