

Software Development: UI Tests

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March 21, 2016

A summary of feedback from Third Party UI Tests. Test subjects are denoted as *[Marios]*, *[Aaron]* and *[Theo]* who were all highly willing, yet confused volunteers. The raw feedback sheets can be seen in Defect #90

1 Confusion in the Gameplay

How confusing is the game?

- How do I play? *[Marios][Theo][Aaron]*
- What are supplements? *[Marios]*
- How do I buy a card? *[Marios]*
- Why did my hand vanish after I bought cards? *[Marios][Theo]*
- What are available cards? *[Theo]*
- Attempting to attack without playing cards *[Theo][Aaron]*
- What does playing a card do? *[Theo]*

2 UI / Layout

Points relating to the UI / layout

- Who am I? *[Marios]*
- What is “Your Hand”? *[Marios]*
- “[0]” was taken literally as user attempted to buy cards. *[Marios]*
- How much money do I have after the shop closes? *[Marios][Aaron]*
- Difficult to read. *[Marios][Theo]*
- Layout changes - where do the indices go? *[Marios]*
- What is my Attack? *[Theo]*

- Not inputting “Y” ends the game. [Aaron]
- What is money - why do I need it? [Aaron]
- Confusion that “E” doesn’t end turn as well as exiting the shop. [Aaron]
- Suggestion for titles to indicate the game state e.g. “*You are in the shop*” [Aaron]

3 Other / Bugs

Are there any spelling issues or unclear sentences / little mistakes

- “or *an* Greedy Opponent” - bad grammar. [Marios][Theo]
- Loose spaces in front of certain lines. [Marios]
- When the User kills the computer, the game interface persists. [Theo]
- Possible bug in money summation in the shop interface [Aaron]
- If player loses with negative health, their health is lower in a replayed game. [Aaron]