

# Audience Testing

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# Details

- 3 Testers
  - 2 younger, closer to target audience area
  - 1 older tester

# Observations: Penelope

- Needed a sort of indicator when the level “ended.” Indicator of what to do next.
- Did not initially click on scores or information.



# Suggestions: Penelope

- Wanted a link to get more information about the subject.
- Ability to customize sprite. Maybe color?
- Different colored dots on spills
- A sense of danger by varying the size of the oil spills
- Sea animals in danger, save them before the oil spills get them.
- Some back story to the characters.
- Generating more and more spills per level.

# Observations: Mara

- Didn't read test instructions initially when starting.
- Also needed an indicator of what to do when the level was over.
- Clicked on "help clean the ocean" on the front page.
- Seemed confused about the scores.



# Suggestions: Mara

- Was confused about what scores meant at the beginning. Explained that it was to be played by multiple people.
- More precise catching the oil spills.
- Speed of sprite was too fast at times.
- More dots, virtual camera, like a map.
- Wave animation at beginning with the character following mouse. Going in and out maybe?



# Observations: Joel

- Also needed some sort of indicator when level was finished.
- Was able to navigate a bit faster than the other two participants.



# Suggestions: Joel

- Information between levels
- Information on how not all bacteria is bad
- Make the character appear more “Super” tying with super bacteria
- Dramatic ending at each level, like things keep happening to give perspective on how hard it is to clean.
- Animation at opening screen. Character, oil in water, could be done with a gradient.



# Overall

- ADD MORE TO THE GAME!
- Images and characters are very important
- Have links for more information