

James Kempf
CPS 371
Final Project - User Study
4/29/16

User Tasks

1. Play a few games
2. Try to get a score over 100
3. Try to get a score over 200
4. Navigate between the 3 views (easy or hard to navigate?)
 - a. Main -> Game
 - b. Game -> Main
 - c. Main -> Shop
 - d. Chop -> Main
5. Comment on the theme and style of the game
6. Comment on movement controls
7. Comment on difficulty level
8. Any ideas for more features?

User Feedback

User 1

Female

Student

Increase minimum rock speed

Reduce player size

Add new high score message

There should be coins that are worth more

There needs to be a menu button on the game screen

There should be a menu button on the shop screen

The menu is really boring

It could be better, but you are going to work on that right?

I think the minimum rock speed should be the coin speed right now

You could add different levels

Speed of player is good

When the game is starting, add arrows on each side so people know what to do

Add a losing message

Change the name

Add sounds

Add a picture of an explosion when you hit a rock

Add pause button

Add multiple types of rocks

User 2

Female

Student

User wasn't sure how to control the player at first

Doesn't like the way the you control the player

Navigation is fine

Add exciting background, in the jungle

Why don't you have levels? Add easy, medium, and hard

Feels hard

Make it exciting

I want to hear noises

User 3

Female

Student

No instructions

There are a lot of rocks

Seems like an addicting game

User tried to tap the top bar to get to different views

Reminds me of vintage Mario

Movement controls seem to be pretty good once I figured out how to do it

It's fun, but is a little difficult

Add direction in the beginning to show controls

Add different levels with different difficulties

Each level is a different mountain

User 4

Male

Student

Doesn't have instructions

It's pretty tricky

Maybe you could reduce the spawn density of the rocks

Add a background and a 3d texture for the buttons

Reasonably hard enough

Make the player a person

You should be able to change the graphics (space/asteroids)

Add options menu to change movement sensitivity

Add special power. Every 100 points or 20-25 coins add extra life

Should be frustrating to some extent

Should be easy to get 50-100 points and then gets harder

Add move buttons on either side

It's addictive, that's good

Add sounds and soundtrack

User 5

Male

Student

Easy to navigate, I just didn't know how to use the tablet

The rocks look great

I think you should put arrows on the bottom to help a little bit

It's relatively easy

Add different difficulties

Make it get harder as it goes on

Feedback summary

- Many of the users were unsure about how to control the player at first.
- Many of the users thought it was unclear how to navigate between the activities. This may be due to the fact that they are not familiar with the device. It relies on the device's back button to navigate to the main menu.
- Some users thought the game was too hard, while others thought it was easy
- Many of the users wanted to hear sound effects

Things to Improve

- Add tutorial when the user is playing for the first time to show them how to control the player and demonstrate the game
- Add my own button to the game and shop views that navigate to the main menu.
- Add a difficulty setting or make the game easy at first, but get harder as time goes on
- Finish the graphics portion of it
 - Add background to each of the views
 - Finish object pictures
 - Add pictures to buttons
- Add sounds
 - When user gets coin
 - When user dies
 - When user gets a new high score
 - Add background soundtrack
- Add a message when the user gets a new high score