Plan for Usability Walkthrough - Hunter

We chose to move forward with a cognitive walkthrough analysis of the SpaceTraders project for Group 36. A cognitive walkthrough analysis is a usability inspection method that is used to identify key issues with a user interface. It was selected because it was developed with the idea that user's should naturally understand a given interface without reading a manual. This is especially important for games, and is the reason why so many games have tutorial levels. What fun is playing a game if you need to read a large manual to understand it?

We began by creating a task analysis. Essentially, we created a list of tasks that a random user must be able to complete. Some of these tasks had subtasks as well. We then outline the steps that should be taken to complete these tasks, as well as the system responses we expect. We then put 5 players in front of the game and provided them with the list of tasks that needed to be completed. The steps required to complete that task as well as the expected system output were not provided to the testers. When users ran through the task analysis, we asked ourselves the four key questions:

1. **Does the user understand the tasks and subtasks?**

2. **Is the option for the correct action readily available and apparent?**

3. **Did the user understand the relationship between the desired subtask and the action that must be achieved?**

4. **Did the user receive and understand the system feedback?**

After asking ourselves these questions, we provided the users with a survey. Their responses were recorded and analyzed.

Usability Report Survey -

https://docs.google.com/forms/d/1CnJu2hf0On6pVrO7L1hvlozDdoyDnSVjfilHs4ogJdk/viewform

Usability Report Data -

Play the game for 15 minutes and engage in travel.

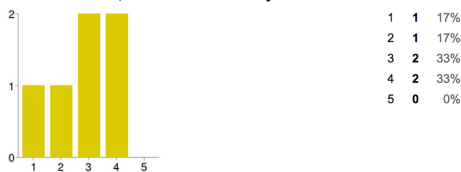**On a scale of 1-5, how simple was it to start the game and create a new character?**

1	2	33%
2	2	33%
3	1	17%
4	0	0%
5	0	0%

On a scale of 1-5, how clear was it to understand what button to press to travel to another planet?

1	0	0%
2	2	33%
3	3	50%
4	0	0%
5	1	17%

On a scale of 1-5, how simple was it to find a new planet to travel to?

1	0	0%
2	3	50%
3	2	33%
4	1	17%
5	0	0%

On a scale of 1-5, how much easier do you believe it would make it if you had gone through a tutorial on traveling first?

1	1	17%
2	1	17%
3	2	33%
4	2	33%
5	0	0%

Play the game for 15 minutes and engage in trade.

On a scale of 1-5, how easy is it to trade items (sell & buy)?

1	2	33%
2	1	17%
3	2	33%
4	1	17%
5	0	0%

On a scale of 1-5, how well do you think is the easibility and design of the trader encounter screen?

1	0	0%
2	4	67%
3	2	33%
4	0	0%
5	0	0%

On a scale of 1-5, how simple was it to understand what to press during a police encounter?
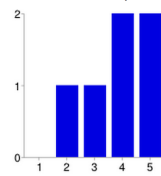
1	**0**	0%
2	**1**	17%
3	**1**	17%
4	**2**	33%
5	**2**	33%

Play the game for 15 minutes and manage your ship.

On a scale of 1-5, how easy was it to refuel the ship?
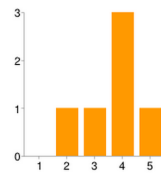
1	**0**	0%
2	**1**	17%
3	**1**	17%
4	**3**	50%
5	**1**	17%

On a scale of 1-5, how easy was it to manage your ships (buy/sell/repair/upgrade)?
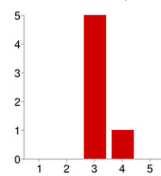
1	**0**	0%
2	**0**	0%
3	**5**	83%
4	**1**	17%
5	**0**	0%

On a scale of 1-5, how clear was your cargo displayed?
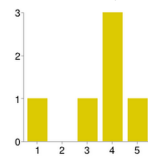
1	**1**	17%
2	**0**	0%
3	**1**	17%
4	**3**	50%
5	**1**	17%

Overall Gameplay

On a scale of 1-5, how well did save/load functionality work?
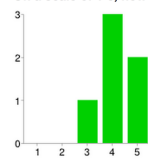
1	**0**	0%
2	**0**	0%
3	**1**	17%
4	**3**	50%
5	**2**	33%

On a scale of 1-5, how confusing did you feel the layout of the buttons were?
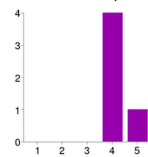
1	**0**	0%
2	**0**	0%
3	**0**	0%
4	**4**	67%
5	**1**	17%

From 1-5, how appealing is the overall game design and interface?

1	**0**	0%
2	**1**	17%
3	**4**	67%
4	**1**	17%
5	**0**	0%

Do you feel that the design of the game made the game more or less entertaining?

Less Entertai [2]

More Entertai [4]

More Entertaining	**4**	67%
Less Entertaining	**2**	33%
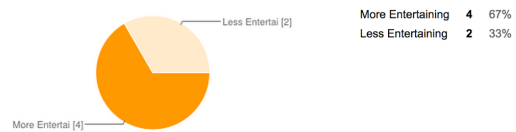
Would you recommend this game to your friend?

No [4]

Yes [2]

Yes	**2**	33%
No	**4**	67%
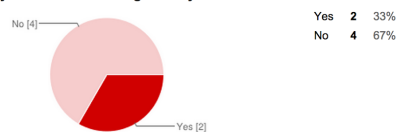
Usability Report Summary- The results of this survey show three problems in Team 36's game design. Participants who took the survey all found it difficult to generate their new character, most likely due to the fill-in method used to allocate skill points. The data also indicates that travelling to a new planet was very difficult to accomplish because of the drop-down menu and the lack of fuel information. Lastly, the trader screen was much too confusing for most of the participants since the instructions for conducting a trade are unclear.