Usability questionnaire

1.

could you understand the type of language used in the game? If so how would you of written it?  
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2.

Did you use the help button? If so did it help you? If it didn’t help how would you improve it

No yes

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3.

Did you understand what type of data you needed to input into the input boxes? if not how would you change it?

No yes

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4.

Do you like the colour scheme? If not why not? What would you change?

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5.

Did you find that you could navigate the program efficiently? If not why not?

No yes

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6.

Did you know the function of every button in the game?

No yes

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7.

Can you think of any further improvements to the usability features of the program.

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