Scrabble Demo Findings

For beta testing we sent out the game to a few individuals from all age groups to see the general consensus on the status of the game. We asked them to answer a few multiple choice questions at the end to see where the game fell in relation to our expectations. The following are the questions that we asked…

1. How easy was it to navigate around the game? Please enter a rating out of 5.
2. Were the instructions clear? Please enter a rating out of 5. Please list any improvements that could be made.
3. How fun to play was the game overall? Please enter a rating out of 5.
4. How difficult was the AI? Please enter a rating out of 5.
5. Did you find the visuals aesthetically pleasing? Please enter a rating out of 5. Please feel free to add suggestions to improve the graphics.
6. Did you encounter any bugs when playing through the game? If yes, please declare the bug and explain the circumstances that the lead to the bug.

We recorded the responses of the 10 individuals we asked and combined them to make the following chart.

* Didn’t include question 6 because there was only 1 reported bug and initially wasn’t suppose to be a rating for that question.

From the feedback that the beta testers provided we were able to see that we needed to incorporate some extra features to help the user navigate back to the main menu. Some beta testers suggested that we add an exit button in the game itself rather than a resign button. One other beta tester wrote that there should be buttons that say “back” to return to the main menu. However from the responses it seems that we did a good job in that aspect and could just make a few extra features to make it perfect. When it came to instructions, some testers claimed that it was a little too precise whereas for the older aged testers found it hard to understand. What it really came down to was if they had played the game before and for most beta testers they had so it was easy for them to follow along. We also added visuals to aid to the explanations. The fun factor really depended on the personality of the beta tester and the age group they fell into. For beta players near our age they found the game to be amusing but not addicting. Older players seemed to enjoy it more since they appreciated the educational side to the game. After doing the beta testing and hearing complaints that the AI was “cheating” we concluded that it was too hard. We plan to fix this by adding difficulties such as easy, medium and hard. What we will do is make it so that when the computer is searching for the best word, it will take a random word from a certain value range rather than the highest scoring word each time. By setting the intervals less we prevent the computer from scoring high scores hence making the AI easier to beat. Lastly we asked the beta testers if they found any bugs when playing the game. Luckily there were very few except for one bug where clicking in between the tile lines would cause an error in the code. It said that the array was out of bounds and that the player was clicking in a spot that was outside the allocated spot for the player to click. We managed to fix this by changing the dimensions of that certain box area to ensure that all places where player could click didn’t give the same error. All in all the beta tests provided an opportunity for us to fix and improve the game and without beta testing we probably wouldn’t have caught some of the bugs that otherwise were able to. Before Wednesday we plan to finish the change in AI difficulty since it is our number 1 priority right now.