

MEETING MINUTE: Product validation

Fourth meeting with Aula de So, to validate the final product

Date: 17/01/2002, 16:00h

At *Aula de So's Antic Pleniluni*

Participants: Joan Cueva
Oriol Hernández
Martí Marín
Ana Boixeda

Agenda

- Product validation and *Aula de So's* feedback on the product.

Outcomes

List of changes to implement:

We met with Aula de So's music teachers to show them the video game we had developed and receive their feedback on it. For that, we run a test with them where we asked them to realize some tasks with the software:

- Play the first song without score.
- Go directly to the third level of the first "hard song".
- While inside a level, pause it and return to the menu.

They were able to realize correctly all the tasks we planned for them.

We also asked them for their opinion on the video game and if they had any feedback to give or any changes they wanted to make to it. From that information, we made the following changes to the video game:

- Added clearer visual feedback when correctly hit-ting/failing a note.
- Deleted the character that appeared in the levels since it was hard to see. They decided that it was not necessary and rather not have it anymore.
- Users allowed to listen to the presentation for as many times as they need before starting to play the actual game levels.
- Level 3 changed to make the obstacles appear throughout the level, instead of at the beginning of it.
- Level 5 changed to play the same song as the rest, with the song's melody, since the sound of the piano had a bit of delay and they found it distracting rather than useful.