**Think Aloud – letting user freely go through.**

* We have chosen to sort the think aloud explanations into meaning categories based on the screen type, this makes sense for us to best respond to the explanations and improve by highlighted functionality.
* We have chosen to make the missing functionality count per screen type to highlight biggest issues.

**Entrance**

|  |  |  |
| --- | --- | --- |
| **User** | **Explanation** | **Issue count** |
| 0 | Basic colours, not much interactivity | 1 |
|  | Limited functionality | 1 |
|  | You could have an explanation of the game and how it works | 1 |
|  |  |  |
| 1 | Clear |  |
|  | Minimalistic |  |
|  |  |  |
| 2 | You should be able to click anywhere to start | 1 |
|  | Doesn’t have any colours | 1 |
|  |  |  |
|  |  | **5** |

**Main menu**

|  |  |  |
| --- | --- | --- |
| **User** | **Explanation** | **Issue count** |
| 0 | Need guidance message | 1 |
|  | Colours are basic | 1 |
|  | Better to make the interface a row | 1 |
|  |  |  |
| 1 | Do not understand what the game is for, what the monsters do | 1 |
|  | Found it difficult to solve the maze with the monster existing |  |
|  | Beginnings and ends need to be complete | 1 |
|  | Expecting multiple levels | 1 |
|  | Control with the arrow keys are fine |  |
|  |  |  |
| 2 | Shouldn’t have to go back | 1 |
|  | Click anywhere to start | 1 |
|  |  |  |
|  |  | **7** |

Biggest issues:

* Colour and interactivity of the GUI
* More documentation of how to be directed through the GUI and the aim of the game.

**Think aloud – giving the user instructions on what to do.**

* We have split by task.
* Same version of issue count.

**Can you get to the beginning of the game?**

|  |  |  |
| --- | --- | --- |
| **User** | **Explanation** | **Issue count** |
| 0 | Basic colours, not much interactivity. | 1 |
|  | Simple and easy to go through the different GUI. |  |
|  | Explanation of the game. I am not sure what to do or how to do it. | 1 |
|  |  |  |
| 1 | Basic colours | 1 |
|  | Would be smoother to be able to choose a character and then go through to difficulty rather than going back. | 1 |
|  |  |  |
| 2 | There is not much explanation of how to play the game or how to get to the beginning. It is quite intuitive, but it could also be made clearer. | 1 |
|  | Only black and white. |  |
|  |  |  |
|  |  | **5** |

**Try and complete the medium level?**

|  |  |  |
| --- | --- | --- |
| **User** | **Explanation** | **Issue Count** |
| 0 | Nothing happens when you get to the end of the game, nor is it labelled | 1 |
|  | Boring/dull, no animation | 1 |
|  | Annoying repetitive tapping | 1 |
|  |  |  |
| 1 | No colour, what is the aim of the game and what does the other circle do | 1 |
|  | When you get to the end nothing happens | 1 |
|  |  |  |
| 2 | Reiterated the same points | 2 |
|  | Nothing happens when you go into a ghost | 1 |
|  |  |  |
|  |  | **7** |

Biggest issues:

* Colour and interactivity of the GUI and game.
* Nothing happens when the game finishes or when you hit a ghost.
* More explanation of the game is required.