

Project Name: Dark Night
Group Name: Legends (Arceo, Tan, Capiral)

Reflections about the Project

Comments regarding the application were mixed. Some took a hard time on understanding some of the main features of the application, however, most of those who tested really understood how the game works. Below is the complete list of comments from some of the respondents (verbatim):

- “great game, great idea. needs a little polishing on sound threads and keypress threads. some voices sometimes play before the other person stops talking. i'll be playing this for a while tho. kudos to the dev(s).”
- “I really like the game and I hopefully wish you guys will be able to pass with flying colors. Sound is the most important part of the game. I suggest you use real distinguishable voices so it gives it more authenticity. With that said the combat should also be the same. Its going to be difficult to predict actions from the opponent so I suggest you also make the noises in combat distinguishable and give some amount of reaction time albeit small.”
- “Maybe lean to a horror game wherein they rely on sounds to navigate and avoid enemies instead of a combat-based game which would greatly need visual assistance??”
- “The system was very fun to use”
- “The program was good, it had a good story to it and the instruction were very clear. All buttons correspond to their proper actions and is accommodated with the proper sound timing. The area for improvement hopefully soon enough is on how the user will get more engaged with the game. I wish there were visuals and actual voice acting to make the application more interesting.”
- “I think that in general, the game could use more evident audio indicators for various actions used.”
- “some dialogues overlap. It's vague whether or not it is the player or the opponent taking damage and you can easily just spam the attack button”
- “Just try to lower the background music's volume, and some narration parts were at a very low volume. Just that , overall it was great!”

Description and Analysis of Results

For the beta testing, notable aspects that we took note of were:

- There were some bugs in the battle mode, which will be fixed in the next iteration.
- The application can just undergo a bit of polishing, and the game can be released to the public with no major problems.

Average of all SUS scores: 67.5

Recommendation for Next Iteration

For the next iteration of this application, it must be ready for public release.