

Questions

1. Were there any moments where you felt confused or frustrated?
2. What did you find difficult?
3. Expand on their responses.
4. How intuitive is the game?
5. Did you encounter any bugs or glitches? Can you describe them?
6. Are there any features or elements you feel are missing?
7. If you could change one thing about the game, what would it be?

Responses

Tester 1

1. No confusion or frustrations.
2. Found getting a high score difficult.
3. Suggested making the game a little easier but blamed themselves for struggling.
4. Didn't know about rotation, writing small, or that the username change is hidden.
 - a. Fixed with a tutorial.
 - b. Recommended moving the username option to the start of the game.
5. Encountered issues:
 - a. The leaderboard did not show.
 - b. Unable to place a building for a few seconds, but it resolved itself.
6. Suggested adding a back button to return to the main menu.
7. Proposed a building cooldown timer to reduce spamming.

Tester 2

1. Found the game intuitive.
2. Difficulty: Struggled with bed bugs and couldn't get rid of them.
3. The leaderboard did not show.
4. Unable to place objects in the top half of the map.
5. Font size was too small.

Tester 3

1. Events dropped too quickly, requiring experience to score more than zero. Felt the game was harder and more strategic than expected.
2. Suggested using a mouse instead of a trackpad for faster navigation.
3. Found the game intuitive overall but didn't know about:
 - a. The leaderboard.
 - b. Changing the username (the next player could accidentally continue with the previous username).
4. Encountered no bugs or glitches.
5. Suggested adding visual effects to events instead of just text.
 - a. The event banner was not noticeable and should be more prominent and better placed.
6. Recommended making event notifications more visible, larger, and brighter.
 - a. Did not notice the pause button and volume sliders.

Observation table

Steps	Tester 1	Tester 2	Tester 3
Place one of each building	x	x	x
Encounter an event and react to event	x	x	x
Unlock an achievement	x	x	x
Enter settings	x	x	x
Pause the game	x	x	
Score > 0			x
Change music volume	x	x	
Rotated a building	x	x	x
Change username	x	x	x