Usability Questionnaire - V2

# To what extent did you understand the rules? (1 = not at all, 5 = totally understood)

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** | This rating |

## Any comments

|  |
| --- |
| * The rules should be amended to make it much clearer from the outset that this is a collaborative game and requires a team effort to achieve the objective - this has now been resolved * It may be better to somewhere, whether in the rules or within the app, to understand how much time you have overall and during each round - A countdown timer has now been added * The rules on exchanging cards could be clearer – the rules have been updated * The rules are now clear and complete enough to play the game after the first read |

# To what extent was the app easy to navigate (1 = not at all, 5 = smooth)

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** | This rating |

## Any comments

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| --- |
| * There were no issues with the apps navigation although the timer can be difficult to see so ideally this should be made larger or substituted for digits instead of a bar – this has been resolved as a countdown timer has been added. * The app is easy to understand, navigate and use |

# Did you like the look of the app? (1 = not at all, 5 = loved it)

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** |  |

## Any comments

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| --- |
| * See the answer to the question above re the timer bar. A simple chance of colour to the timer bar to make it easier to stand out on the screen may suffice as the minimum change – this has now been resolved * The app uses colours and contrasts sensibly to make it look appealing and easy to use |

# Did you like the look of the cards (1 = not at all, 5 = loved them)?

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** | This rating |
| **4** |  |
| **5** |  |

## Any comments

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| --- |
| * I had no issues with the card design – they were basic but functional and were in keeping with the app itself – they have been further enhanced by the addition of the 3 types of card on the cards themselves * There is an error in the new labelling – the yellow cards state President yet in the rules it mentions the yellow cards should be Government |

# Did you understand what the app was asking of you (1 = not at all, 5 = absolutely)?

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** | This rating |

## Any comments

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| --- |
| * The app was clear to use and what it was requiring you to do next. It’s simple to understand interface made it effective for fast gameplay – this is still the case |

# Did you understand what the cards were and what they were for (1 = not at all, 5 = absolutely)

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** | This rating |

## Any comments

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| --- |
| * Yes – however the rules on swapping the cards with other players could be enhanced – the rules have now been updated and this is no longer an issue. * It’s clear what the cards are for and their role in the game |

# Did you think the sound was appropriate for the theme/aesthetic?

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** | This rating |
| **5** |  |

## Any comments

|  |
| --- |
| * The addition of some ambient sound is a nice addition, making the game appear more professional. The sound is not too loud and so does not distract the players * Whilst there is background sound maybe some additional sound effects could be added when you select SKIP or hit the cards in the centre to move on a round or when the game ends |

# Did you understand how to exit the game?

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** | This rating |
| **5** |  |

## Any comments

|  |
| --- |
| * Exciting the game is via the white cross within the black ‘box’ and this is easy to recognise within the app and so needs no description or signposting * I could not work out how to exit the app once loaded but if I haven’t started by selecting Skip or touching the centre card icon |

# Can you think of any features you would like to see added?

|  |
| --- |
| * Maybe some additional sounds - but I would be happy with the game as it is (assuming the yellow cards issue is resolved) |