Usability Questionnaire - V2

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

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

## Any comments

|  |
| --- |
| The rules have been updated a little and as a result they provide you with all of the information you need to know |

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

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

## Any comments

|  |
| --- |
| No issues at all with navigation and usability. The app always started and did not freeze |

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

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

## Any comments

|  |
| --- |
| The app looked slick and attractive to view. As this is a game that has to be played quickly against the clock the app portrayed all of the key information in a way that was easy to digest just be glancing at the screen |

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

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

## Any comments

|  |
| --- |
| The cards looked fine and the theme of the cards was repeated in the app itself which was a nice touch |

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

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

## Any comments

|  |
| --- |
| It was simple to follow and use – no problems here |

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

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

## Any comments

|  |
| --- |
| Now that the swapping rules have been clarified I understand the use of the cards and how to use them |

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

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

## Any comments

|  |
| --- |
| The sound was a balance between soothing and edgy so was right for the game. |

# Did you understand how to exit the game?

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

## Any comments

|  |
| --- |
| Yes the symbol was obvious and worked |

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

|  |
| --- |
| Nothing else is required |