User test 3

Me: Hello, thank you for your time. This time I would like you to help me by testing how motion mechanics of the project is implemented. It is a test that might induce what is called simulator sickness if not well implemented. The problem that you might experience is getting sick and/or disoriented. If you feel any sign of this, please remove the headset immediately and tell me about it.

Test subject: OK. Can we start? I want to try the game ☺

Me: Go on, put the headset and push the start button that you see.

Test subject: I started moving.

Me: Good. Did you arrive in the room?

Test subject: Yes. I see these blue balls in front of me. What do I do?

Me: Nothing yet. Tell me about the movement. Did you experience any of the symptoms I told you about?

Test subject: No. I smoothly entered the room.

Me: And did you feel any kind of discomfort?

Test subject: No. Everything seems natural. Close to the ceiling there is some flickering spots. Looks like a bug to me.

Me: OK. Thanks for the input on that. I’ll fix this issue.

Test subject: How do I play with the balls?

Me: For now, there is nothing you can do with them. Soon there will be and you will be able to test it.

Test subject: OK.

Me: So, please remove the headset and thank you for your time.