User Testing: OutLane

# User Base

To fully test the feasibility of the game, a sample of 4 players was chosen to participate in the testing. Each person was asked to play the game as much as they needed to get the full experience, and then answer a questionnaire after.

# Questionnaire

After each person had played the game, they were asked to answer a few questions about their experience with the game and if they liked it or not. The observations from each question can be seen below.

## Did you find the game fun?

Yes

Player 1 stated that they love lane runner games and have not seen one like this. Player 3 loves cars so looking at the player car made the game fun.

No

Player 4 explained that the game was very buggy and felt quite dry. Player 2 said that the static positions of everything made it boring.

## What did you like about the game?

Player 1 stated that the circuit implementation of the lane runner genre was novel and they enjoyed seeing it.

Player 2 explained that they liked the concept of the game and would like to see the idea fully implemented.

Player 3 liked the main car controlled by the player and thought it was sleek and made him want to play the game. He also liked the coin collection mechanism as it was satisfying with the sound effects.

Player 4 also liked the concept of the game as well as the different themes of the levels. They also liked the main menu as they thought it looked sleek and worked well.

## What did you not like about the game?

Player 1 and player 2 did not like the fact that the “AI cars” were static and that the game was not procedurally generated, this would have made it more fun in their opinion.

Player 3 felt that the level environments were quite bland and lacked variation, which made them feel bored by the scenery.

Player 4 did not like the bugginess of the gameplay with the lanes.

## Did any part of the game take away from the experience?

All players said that the bugginess of the lane system made the game borderline unplayable.

Players 2 and 4 said that there were not enough coins to make the game satisfying and the game world looked generic.

Player 3 said that the cars did not follow the lanes properly and it annoyed them.

## Is there anything about the game you would like to add/change?

Player 1 would like to see procedural generation as well as variation in the ai cars’ models, as well as potentially a choice of player cars with varying speed difficulties.

Player 2 would have liked to have seen a more comprehensive UI and implement animations to make the game feel less static. Player 4 would also like to see animations.

Player 3 would change the textures of the game to make them more engaging and novel, and add more sound effects.

Player 4 would add an AI system, as well as change the level design to make it more appealing to look at.

All players said that there were not enough coins and the obstacles were too predictable.