

User Testing Results Document

All in all, the feedback received from my 3 users was overall very positive and has helped me identify a good few things that I would like to implement if I had more time for the creation of the game.

I had all of my game testers play for a duration under 5 minutes, or until they had explored all of the functions, and played both game modes offered by the game. They were then asked the following 7 questions; Did you find the game menus intuitive? Were the instructions on how to play the game clear? Were the in-game functions straightforward and easy to use? Did you understand the purpose of every game object? Did you feel that (whether they won the game or not) you were given enough time? Did you encounter any bugs or glitches in game that hindered the games experience? And lastly, Was the games design cohesive overall?

Participants said that the game menus were straightforward and easy to understand, however the chosen font became a little obstructive to the ease of reading for the information section, as well as one participant said they felt a “resolution” option would have benefitted to being in the settings.

All participants agreed that the games instructions were easy to understand and straightforward. As the game only used the w, s, left mouse button, and right mouse button, all participants agreed that the game was very user friendly, and that the information section on the main menu sufficiently detailed this.

Everyone said that the purpose of all games objects was clear to them. The player cannon, cannon balls, the castle, barricades, the spears, and the different enemy types all had clear purposes; however, it was noted that the different enemy types could have been noted in the information section.

Unfortunately, no participants completed the base game, however this could have been solved likely with a longer time to play test. All participants though agreed that, hypothetically, the 60 second countdown to achieve victory was possible. All participants scored relatively well in the endless mode, with scores of 41, 44, and 50, and all managing to last longer than 60 seconds in this mode, likely due to the help of the extra barricades.

No players encountered any bugs at all.

Everyone said that the game had a cohesive design throughout, and that no elements felt out of place, but it was noted by one player that the enemies walking animation could have been polished up.

Overall, players seemed to have a relatively positive experience with the game, and if I were to take the project further, I can see areas that I would improve upon or add, such as things like a timer to indicate when the special move was ready, which a player noted would help the gameplay, or things such as many “levels” with varying levels of difficulty as you progress further, which another player noted would add more depth to the game, as well as more playability.