User Testing

Games Development CM4114

Megan Morris-2015064

Introduction

During the testing of my game I wanted to gain insights into what the user liked or disliked about my game and to understand their experience as a first-time user of the game. To do this I had to find a willing participant to test my game and give it an honest review with their opinions. With the findings from the testing I will use it to improve and reflect upon my game.

User Testing

The first thing the user tested was the player controls. In my game the player has a third person controller already implemented into it as it was a prefab taken from the unity asset store which is controlled through the arrow keys. The character can run, jump, turn and when you press shift it can slowly walk. When I tested this feature the user found that when trying to turn the character it was becoming quite difficult to control how far and fast the player turned, the player would do a 360 degree very fast turn when the left or right arrow was pressed. To resolve this issue I had to check the player controller script for a reason on why this was happening, but the script had functions that I had not come across before. To find a solution to this problem, I used generative AI to fix and correct the script so that it was a more user-friendly controller. The use of AI was authorized within the coursework guidelines as it was used to fix an error of a prefab which had built in scripts that were not created by myself.

Another feature I wanted to test with the user was the on-going game state management. In my game there are 3 triggers which are angered villagers who the player must avoid, the user will know it has hit a trigger as there will be red particles around the trigger, audio played, and a 'Hit Trigger' count displayed in the console. When testing this the user found that it worked well and there were no issues found with this. Originally, I had wanted to add in a health bar and when a trigger was hit there would be a drop on the players health, but this did not work well with my game idea as I wanted it to be a simple life simulator game.

What the user found worked well with this game was the use of ray casting to help the user find the coins and the coin counter in the UI so that the user could keep track of their inventory and therefore place their own house etc. into the scene.

Conclusion

I am pleased with how the user testing went as it helped me create a more user-friendly game. I was able to implement changes based on the feedback received and gain insight into what made my game enjoyable and through the testing I was able to improve my game drastically.