AT02 Gamification

User Trials Feedback Form

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Mary O’Brien

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| QUESTIONS | ANSWERS |
| Did the sound effects suit the environment | Yes, the sounds were calming and made the experience feel more immersive. |
| Did the sprites suit the environment | The sprites were easily noticeable but did not take away from the environment. |
| Did the movement work well | Yes, the waypoints all worked and the placement of them made sense. |
| How well did the game run | The game ran well, no bugs or major issues encountered. |
| Was the layout too complex | No, the layout of the house was simple to navigate through, |
| Were the fonts readable | Yes, text was a good size and clear to read. |

Lily O’Brien

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| QUESTIONS | ANSWERS |
| Did the sound effects suit the environment | Yes, nice and calming to match the setting. |
| Did the sprites suit the environment | No, stands out and looks a bit out of place. |
| Did the movement work well | Yes, moving around the house felt smooth. |
| How well did the game run | A little lag at times, but all else was good. |
| Was the layout too complex | No, it is easy to understand and easy to get around. |
| Were the fonts readable | Yes, fonts are easy to read. |

Joey O’Brien

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| QUESTIONS | ANSWERS |
| Did the sound effects suit the environment | Yes, the sound effects enhanced the atmosphere and experience. |
| Did the sprites suit the environment | the sprites standout a little too much and don’t fit very well. |
| Did the movement work well | All waypoints worked well, and it felt smooth to move around the environment. |
| How well did the game run | The game ran with no problems encountered |
| Was the layout too complex | Intuitive and easy to navigate, striking a good balance. |
| Were the fonts readable | Yes, fonts were clear and easy to read. |

**FEEDBACK ANALYSIS**

I organised three players to conduct user trials with and got them to fill in forms with their feedback on the game.

I then conducted an analysis on the feedback received.

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| Question 1 | General response was that the sounds were calming and added to the immersion of the game. |
| Question 2 | General response was that the sprites stand out too much and don’t fit well in the scene. |
| Question 3 | General response was that the placement of the waypoints made sense and that moving between them felt smooth. |
| Question 4 | General response was that the game ran smoothly and there were no issues encountered. |
| Question 5 | General response was that the layout of the house and waypoints was easy to understand and made sense. |
| Question 6 | General response was that the text was clear to read and understandable. |

From my analysis I have found that the general feedback was that the sound effects and ambience, the fonts and text, the map and waypoint layout were all good, but the sprites stood out too much and did not fit the theme.