# Summit Usability Testing Defect Log

   For Usability Testing, we will have volunteers use the program and note their comments while we watch them use it. We will ask them to try using our program a few times without any instructions as it should be self-explanatory. Once all volunteers have tested the program, we will give them the questionnaire and have them fill out what they can, and have them run through the program again should they need to. Then we will compile our answers and determine how the issues should be dealt with, as some of the issues may overlap or conflict.

| Defect # | Defect | Correction | Severity |
|---|---|---|---|
| 1 | Options start off grey in color, but after mouse over, not click, they are black | Fix the constant for colors | 3 |
| 2 | Box around Play Game | Remove tab index for the menu items | 3 |
| 3 | Player is too wide when you switch resolutions | Add preset choices for different resolutions. | 2 |
| 4 | Game started when clicking exit on the number of players dialog box | Change to have the box exit instead. | 2 |
| 5 | Level generation is dependent upon the resolution, which means that powerups can get stuck in platforms | Add preset choices for different resolutions. | 2 |
| 6 | Changing the fps changes the gameplay allowing for higher jumps at lower rates | Change how jumping is calculated. | 2 |
| 7 | 15 fps setting only allows for one jump by each player | Change how falling and landing is calculated. | 2 |
| 8 | Some menus open slowly | Optimise the high score database retrieval | 2 |
| 9 | Gameplay a little bland with no music | Add a nice music track that is loopable in game | 3 |
| 10 | Graphics quality needs improvement | Add a background along with some sprites/textures for the platforms | 3 |

| 11 | Instructions screen not clear enough | Explain powerups and more game info in the instructions screen | 2 |