

Summit Usability Tester Observations

Recorder	Tester	Observations
Niraj Venkat	Ian Watterson	<ul style="list-style-type: none"> - He seems to enjoy the game after I quickly explained the goal. - He really had fun with the game.
Niraj Venkat	Meixian Lee	<ul style="list-style-type: none"> - She was unable to figure out the game very quick. I could tell the instructions didn't help. - I want to say she liked it, but not sure.
Sam Dickson	Yasha Ogg	Seems to like the game, picked up gameplay with ease. Some confusion over point values of powerups and final score. Is getting a little frustrated with the game, as he's not very adept with the controls. Didn't identify any problems with menu usage or instructions. Post-test interview verifies tester enjoyed product.
Sam Dickson	Andy Wallin	was able to play game quickly and easily master game-play. Tester seems disappointed in menus, however. Fonts didn't properly load because of Internet connection and menus are slow to show up (perhaps because of old computer). Seemed to enjoy game, but not user interface...
David Zinn	Linda Thongsavath	Noticed some design details. Found music in menu annoying. Liked most of menu design. Did not like player sprite and sounds. Did not like the background in Instructions. Was able to complete the game, which is good for our usability with casual gamers.
David Zinn	Jonathan Zinn	very thorough. Also did not like background in Instructions. Confuse by some things in menu. Liked some aspects of gameplay, but had quite a few suggestions on how to improve it too. Liked it overall. Good indicator of game critics/hardcore gamers. Liked random generation of levels.

Also liked that powerups only affected one player.

Summit Usability Testing Questionnaire

1.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Menus were intuitive and easy to navigate					✓
Gameplay was easy to learn					✓
Controls were intuitive and easy to operate				✓	
Instructions page was clear and informative					✓
Game sounds were relevant and added depth to gameplay			✓		
Gameplay was neither overly challenging nor too simple			✓		
High scores were easily interpretable and simple to use					✓
Game textures, fonts, and visual styles contributed to the atmosphere without distracting from the gameplay		✓			

2. Did you encounter any trouble navigating the game menus or option screens?

No, the experience was easy to ~~reg~~ navigate, and was intuitive.

3. Describe the learning curve in playing Summit for the first time.

I didnt exactly know what I was supposed to do but I learned quickly-

4. Do you have any comments or suggestions for improvements?

~~Hope~~ Maybe increase the graphical quality a little more.

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	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Menus were intuitive and easy to navigate				✓	
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Controls were intuitive and easy to operate					✓
Instructions page was clear and informative	✓				
Game sounds were relevant and added depth to gameplay				✓	
Gameplay was neither overly challenging nor too simple				✓	
High scores were easily interpretable and simple to use				✓	
Game textures, fonts, and visual styles contributed to the atmosphere without distracting from the gameplay				✓	

2. Did you encounter any trouble navigating the game menus or option screens?

Yes, I didn't understand the game first and there were no clear instructions

3. Describe the learning curve in playing Summit for the first time.

Easy to understand once the developer told me the instructions of how to play.

4. Do you have any comments or suggestions for improvements?

Please expand the instruction screen -

Summit Usability Testing Questionnaire

1.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Menus were intuitive and easy to navigate				★	
Gameplay was easy to learn					★
Controls were intuitive and easy to operate				★	
Instructions page was clear and informative				★	
Game sounds were relevant and added depth to gameplay				★	
Gameplay was neither overly challenging nor too simple			★		
High scores were easily interpretable and simple to use		★			
Game textures, fonts, and visual styles contributed to the atmosphere without distracting from the gameplay					★

2. Did you encounter any trouble navigating the game menus or option screens?

NO.

3. Describe the learning curve in playing Summit for the first time.

Really easy to learn but hard to Play.
Fun game!

4. Do you have any comments or suggestions for improvements?

I liked the music; maybe play music in the game too.

Summit Usability Testing Questionnaire

1.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Menus were intuitive and easy to navigate					<input checked="" type="checkbox"/>
Gameplay was easy to learn				<input checked="" type="checkbox"/>	
Controls were intuitive and easy to operate				<input checked="" type="checkbox"/>	
Instructions page was clear and informative				<input checked="" type="checkbox"/>	
Game sounds were relevant and added depth to gameplay				<input checked="" type="checkbox"/>	
Gameplay was neither overly challenging nor too simple				<input checked="" type="checkbox"/>	
High scores were easily interpretable and simple to use			<input checked="" type="checkbox"/>		
Game textures, fonts, and visual styles contributed to the atmosphere without distracting from the gameplay			<input checked="" type="checkbox"/>		

2. Did you encounter any trouble navigating the game menus or option screens?

NO BUT SOME MENUS OPENED SLOWLY.

3. Describe the learning curve in playing Summit for the first time.

Learning was easy and the instructions were good.

4. Do you have any comments or suggestions for improvements?

The Fonts didn't show up on my computer, also some menus were slow to open.

Summit Usability Testing Questionnaire

1.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Menus were intuitive and easy to navigate		X		X	
Gameplay was easy to learn				X	
Controls were intuitive and easy to operate				X	X
Instructions page was clear and informative				X	
Game sounds were relevant and added depth to gameplay	X		X		
Gameplay was neither overly challenging nor too simple			X	X	X
High scores were easily interpretable and simple to use	X				X
Game textures, fonts, and visual styles contributed to the atmosphere without distracting from the gameplay		X			

2. Did you encounter any trouble navigating the game menus or option screens?

WHY IS THERE A WHITE BOX AROUND START GAME? BACKGROUND OF INSTRUCTIONS IS TOO BRIGHT IN MIDDLE. HIGH SCORES WERE BROKEN. WHY DOESN'T MENU MUSIC LOOP?

3. Describe the learning curve in playing Summit for the first time.

PUSH BUTTONS. THINGS HAPPEN. LIKE ALL OTHER PLATFORMERS.

4. Do you have any comments or suggestions for improvements?

THE MENU LOOKS NICE.

Summit Usability Testing Questionnaire

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Game textures, fonts, and visual styles contributed to the atmosphere without distracting from the gameplay				✓	

2. Did you encounter any trouble navigating the game menus or option screens?

I experienced trouble only on the player select screen. There was no back button so I attempted to exit out. When I did the game started up in single player mode.

3. Describe the learning curve in playing Summit for the first time.

The game was straightforward and easy to learn. I had little trouble figuring out what to do. It did take me a few playthroughs to figure out that the collectables were power-ups and what attribute each color affected.

4. Do you have any comments or suggestions for improvements?

It would be nice to be able to still jump only one platform level even when powered up by tapping the jump key. Perhaps falling speed could be sped up as well by holding down key down.