# Summit Usability Tester Observations

Recorder	Tester	Observations					
Niraj Venkat	Ian Watterson	- He seems to enjoy the game after I quickly explained the goal.  - He really had fun with the game.					
Niraj Venkot	Meixian Lee	- 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 so					
Sam Dickson	Yasha Ogg	Seens 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.					
am 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	Notice & some design details. Found music in menu annoying. Liked most of menu design. Did not like player sprite and sounds. Did not like the back ground in Instructions, Was able to usability with casual gamers.					
Pavid 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 overall. Good indicator of game critics/hardcore game 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		1	•		

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

No, the experience was easy to may navigate, and was intuitive.

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

I didn't exactly know what I was supposed to do but I learned quickly-

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

Maybe increase the graphical quality a little more.

Meixian Lee

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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?

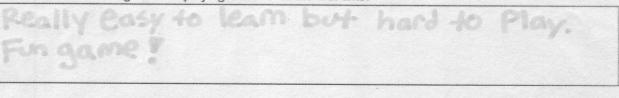
Please expand the instruction sween-

YASHA 066

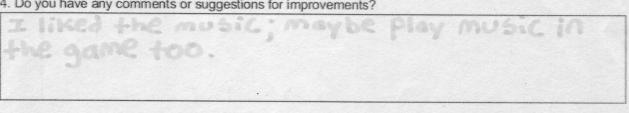
# Summit Usability Testing Questionnaire

	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				34	
Instructions page was clear and informative					
Game sounds were relevant and added depth to gameplay				<b>&gt;</b> }	
Gameplay was neither overly challenging nor too simple			31		
High scores were easily interpretable and simple to use		A			
Game textures, fonts, and visual styles contributed to the atmosphere without distracting from the gameplay					

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



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



Andy wallin

## Summit Usability Testing Questionnaire

1

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Menus were intuitive and easy to navigate					1
Gameplay was easy to learn				1	
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			~		

no but	Some	nous	opered	slowly.	<b>*</b>

3.	Describe	the	learning	curve ii	n play	ring S	Summit	for	the	first	time.
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rearning was easy and the instructions were good.

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

The Ports dish't show up on Mx competer, also some menus werk slow to open.

## Summit Usability Testing Questionnaire

1

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Menus were intuitive and easy to navigate		X			
Gameplay was easy to learn				X	
Controls were intuitive and easy to operate				X	X
Instructions page was clear and informative				×	
Game sounds were relevant and added depth to gameplay	X				
Gameplay was neither overly challenging nor too simple			//	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 AWHITE 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.

Jonathan Jinn

#### Summit Usability Testing Questionnaire

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	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Menus were intuitive and easy to navigate			v	$\vee$	
Gameplay was easy to learn		THE SEE			V
Controls were intuitive and easy to operate		*	/		V
Instructions page was clear and informative					
Game sounds were relevant and added depth to gameplay			$\checkmark$		
Gameplay was neither overly challenging nor too simple				<b>V</b>	
High scores were easily interpretable and simple to use			$\checkmark$		
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.

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

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

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

Lit would be nice to beable 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.