

User Evaluation Report

Cohort 1, Team 3

Ari Kikezos

Arya Enkhnasan

Ben Green

Calum Wright

Lilac Graham

Skylar Garrett

Methodology:

Recruitment:

Participants were recruited from other groups within the same cohort as our group, who were working on the same project.

Data collection tools and data:

The evaluation used a task-based Think Aloud (Concurrent Verbal Protocol) approach. Participants completed a predefined set of gameplay tasks while verbalising their thoughts. Observational data was collected through structured note-taking, focusing on task success, user behaviour, confusion, errors, and hesitation.

Additional qualitative data was gathered through brief follow-up questions after task completion to clarify user reasoning and expectations. Participants were also asked to provide simple ratings for aspects such as ease of use and overall satisfaction, providing supporting quantitative data. All data was anonymised and used solely to inform design improvements.

Procedures:

Participants were first given an information sheet outlining the purpose of the study, the nature of their participation, and how their data would be used. Informed consent was obtained before the session began.

Each participant then received a short, neutral introduction to the game, covering the overall goal without guidance on how to complete specific tasks.

Participants completed the evaluation tasks while thinking aloud (see Appendix A). Throughout the session, evaluators observed interactions and recorded notable behaviours and usability issues. After completing all tasks, participants answered follow-up questions and rated the severity of any issues they encountered. These ratings were later consolidated by the team members.

NOTE: Due to the expected length of the below table, the methodology report and appendix for further information is written up in [Eval2 Overflow](#), a document also available under the same name on the website, [here](#).

Ref	Observed Issue	Impact on user experience	Severity	User Feedback/ Suggestions
F1	Doors are difficult to identify within the maze	Users struggled to recognise the doors as it blended into the wall and did not clearly resemble a door	High	Making the doors visually distinct, using a door shaped asset.
F2	Maze layout contains too many rooms	Users found navigation confusing and the game harder to understand than expected.	Medium	Reducing the number of rooms or simplifying the layout to make navigation clearer.
F3	No visual for duration of potion effects	Users were unsure on when they had different active bonuses	Medium	Add a timer that shows the remaining duration of the potion effect
F4	Reason for failure not clearly communicated after interaction	Users were confused when they lost despite having remaining time, as the game did not clearly explain that an interaction caused the failure	Low	Providing a clear failure message explaining the cause of loss instead of only displaying 'time is up' on the leaderboard.
F5	Visual and Clipping issues of the player character	Users found it made the visuals of the game more clustered and confusing	Low	Update and change the asset locations so that there are no gaps in walls/doors
F6	Issues where character models wouldn't appear	Users were confused when they couldn't see the player, or when they were caught by an invisible enemy	High	Debug the code, make sure that the characters are always visible
F7	Player model doesn't stop walking when standing still	User thought they were experiencing movement issues, where as there were none, leading to frustration	Low	Only play the player animation when the character is moving
F8	Some rooms significantly more empty than others	User noted a sense of dissonance and tone shift between a lot of the different locations	Low	Add more detail to the empty rooms
F9	Frustration of being captured by the enemies	User found the large map and limited time to be frustrating when captured by an enemy	Medium	Make the enemies remove less time when you are captured
F10	Boss fight mechanics difficult to discern	Users had to take a long time to figure out the mechanics of the boss fight	High	Make the projectiles easier to see, add information that the player needs to survive