SheepHerder

by Team Sheepy
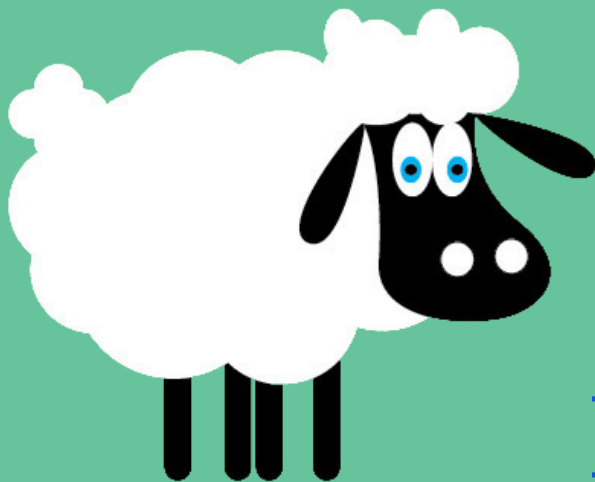
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Overview

- Demo
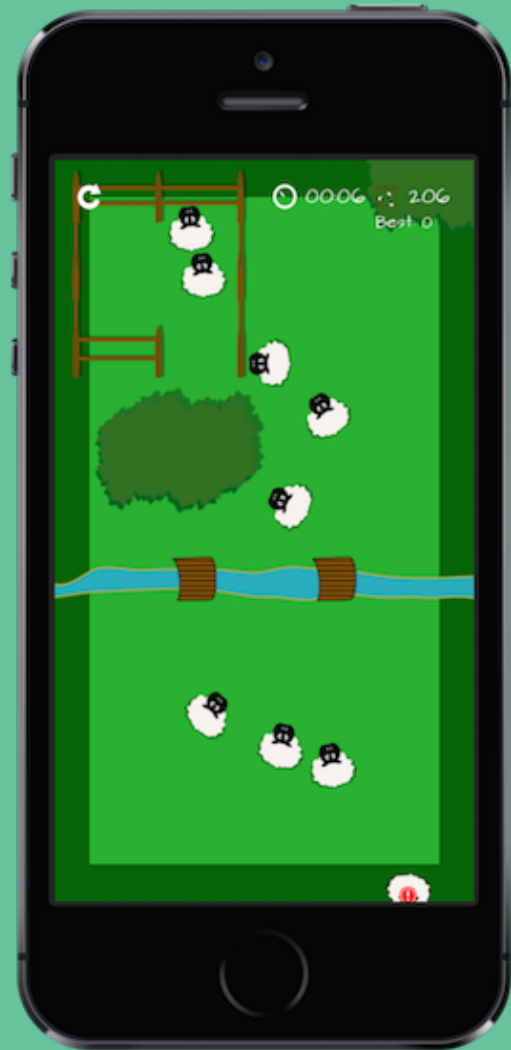- Iterations
- Questions

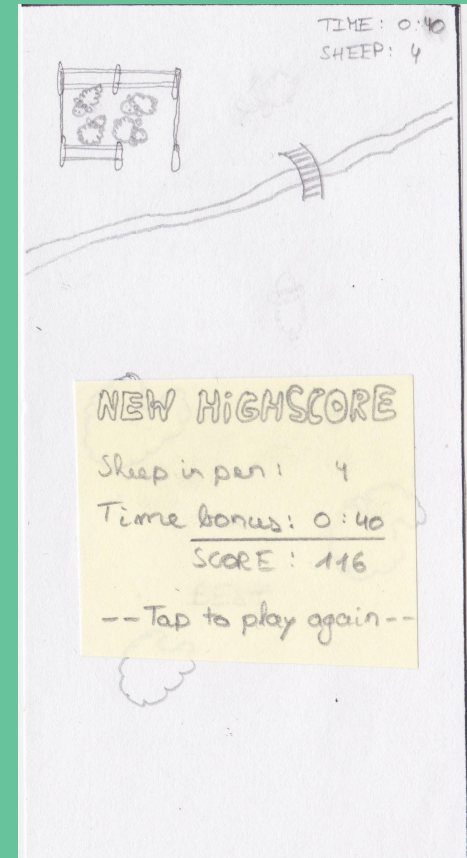# SheepHerder
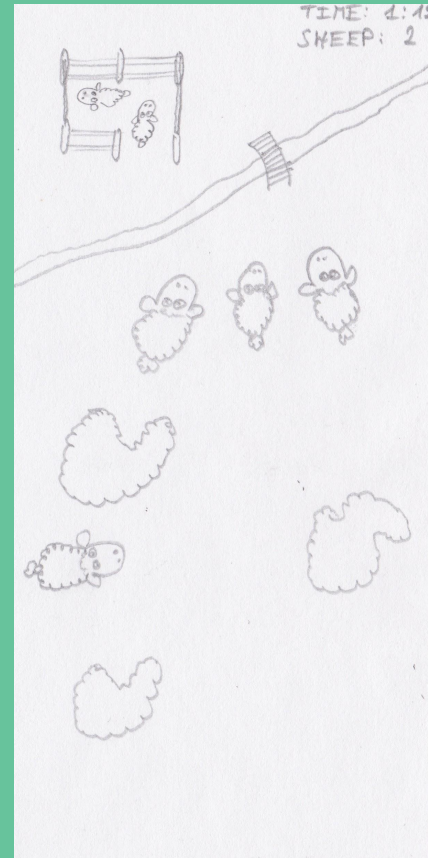
Goal:

→ Lead sheep to the pen

→ As fast as possible

DEMO

Iteration 0

- Paper prototype
- 6 users
- Usability testing

Iteration 0: results

- Good concept
- Keep it simple
- Fat finger problem
- Dragging vs tapping
- Missing/Unclear buttons
- Vague tutorial
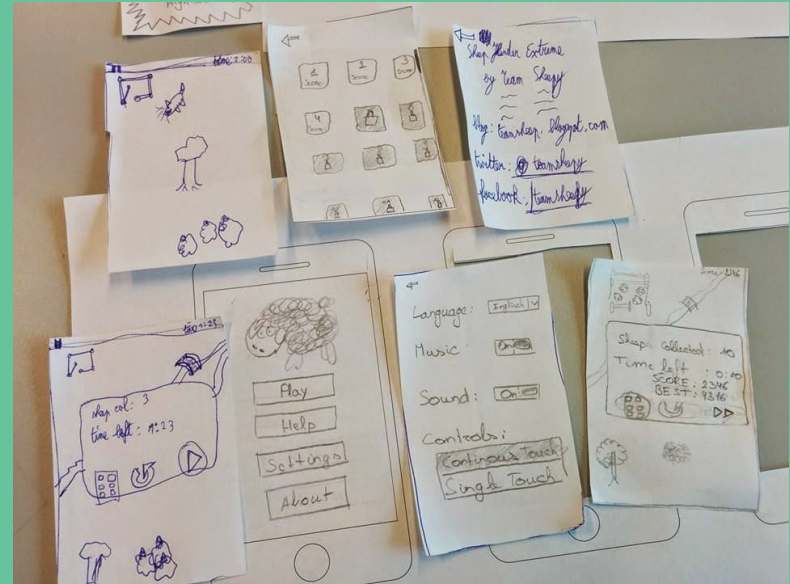
Iteration 1

- Digital prototype
- Evaluating Satisfaction, Learnability and Usability
- 8 users
- Usability testing
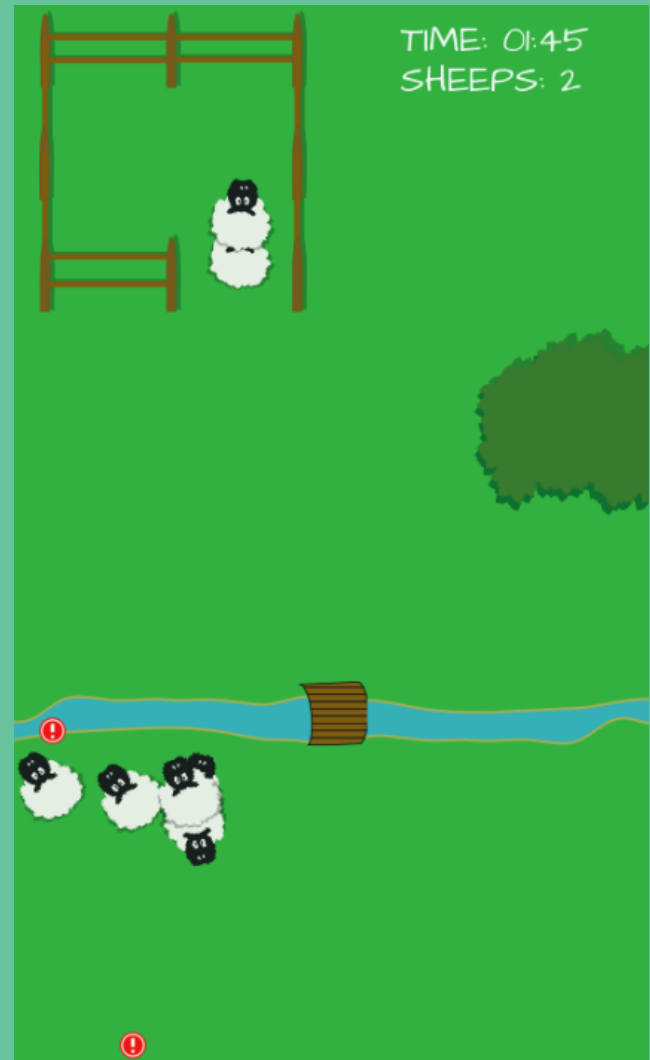
Iteration 1: results

- Good satisfaction
- Collision detection bugs
- No dragging
- 🔴 → Meaning?
- Visual feedback missing

Iteration 2

- Collision detection changes
- Helptext dragging at start of game
- Border around screen
- Exclamation marks / Touchmarker
- Trees shake
- Score
- 21 users
- Questionnaire
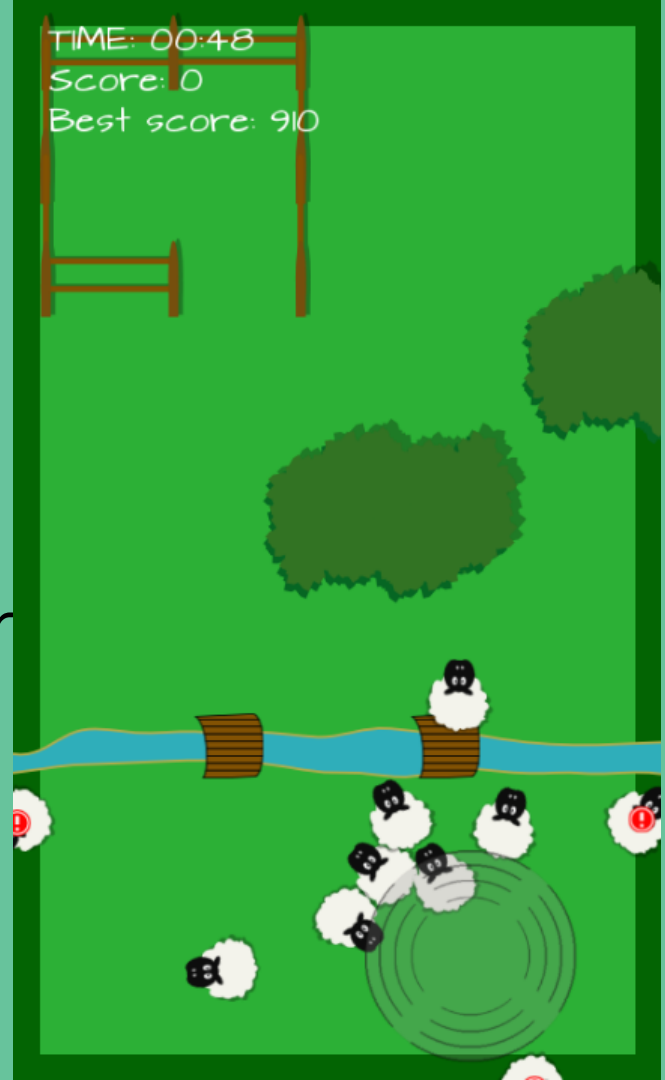
Iteration 2: results

- Collision detection
- No dragging

Iteration 3

- Testing collision between sheep <> No collision
- Popup dragging
- Google Analytics
- 9 users
- Usability testing
- Questionnaire

Did you know …

You don't have to tap that much! You can just leave your finger on the screen.

◯ Don't show again

Iteration 3: results

- With collision → frustrating & bugs
- No collision → too easy
- Border too thin on smartphone
- Popup and analytics not working

Iteration 4

- Box2D
- Bigger border
- Popup questionnaire
- Google Play Store & iOS App Store
- 85 Usage Tracking
  with Google Analytics
- 13 Questionnaires

We have a 5-minute questionnaire, which we would like you to fill in. Do you have some time now?

Yes   I'll do it later

Google play   Zoeken

Apps   Categorieën   Startpagina   Populairst   Nieuwe releases

Mijn apps
Winkelen

Games
Keuze van de redactie

SheepHerder

KU Leuven HCI Lab - 9 december 2014
Actie

Geïnstalleerd

Deze app is compatibel met al uw apparaten.

★★★★½ (6)   g+1 +1 Dit aanbevelen op Google
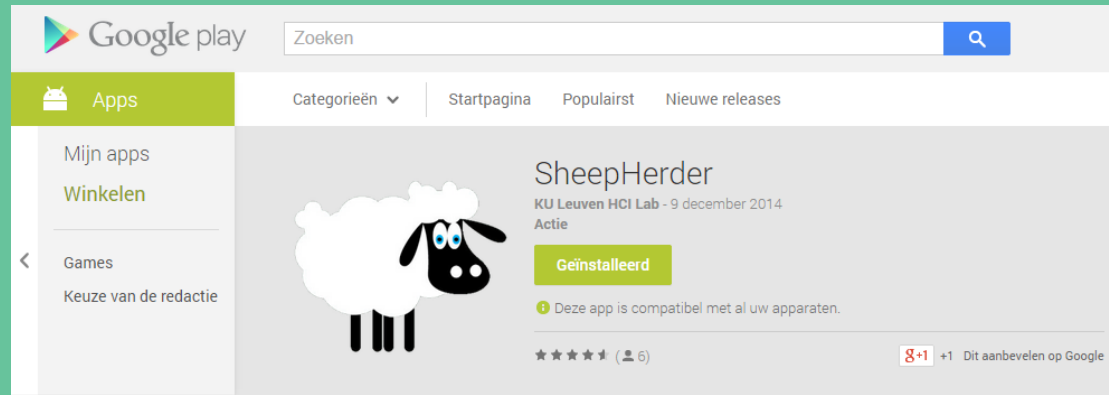
Iteration 4: results

- Not many returning users
- Not many games played
- Low virality

Iteration 5

- Juicing
- Sounds
- 12 users
- Questionnaire
- Google Analytics

Iteration 5: results

- Annoying sounds
- Good collision (Box2D)
- Not enough room in pen for all sheep

Iteration 6

- Less sheep sounds
- Leaderboards
- Question marks stay at edge
- 292 Usage tracking
- 6/3 Questionnaire

#	User	Score
1	Webbie	1023
2	tomj	1015
3	pieter	910
4	fgt	907
5	joske	901
6	Swess	800
7	tibodenbeer	600

Logout

Done !

SCORE: 5 + 00:36 = 536

BEST: 1023

Play again
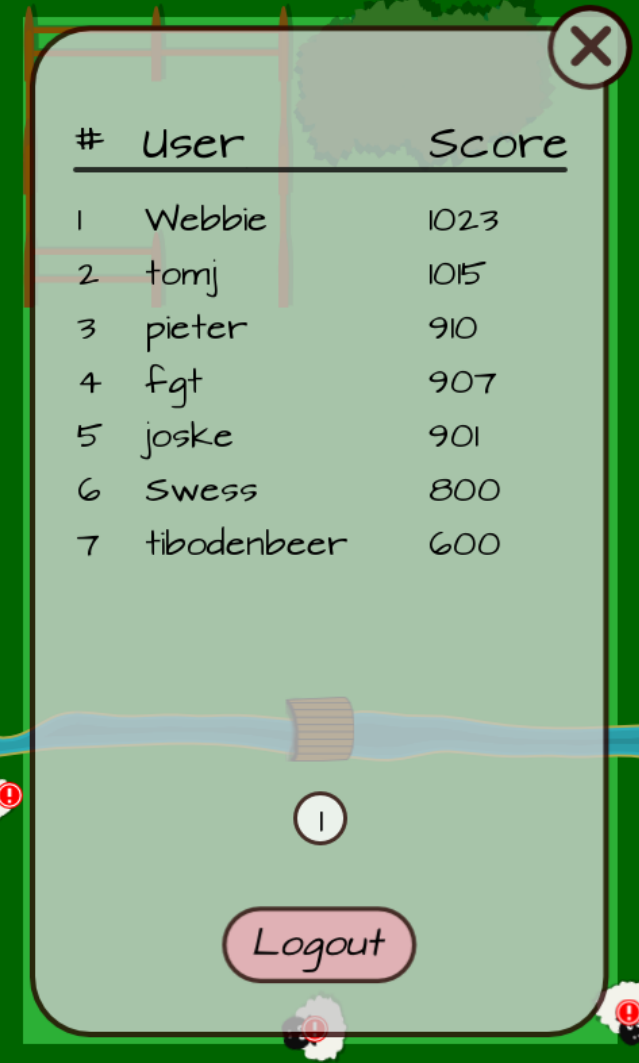
Iteration 6: results

- Overall the game is rated positively
- Sheep sounds still annoying, but less annoying
- More returning users (leaderboards)

Version	# Users	Method	Problems	Solution
0 Paper Prototype	5	Usability testing	fat finger problem, platform, dragging vs tapping, sound effects	place pen on top, simple controls, allow both
1	8	Usability testing Questionnaire	no dragging, exclamation marks, collision detection	helptext dragging, exclamation marks on sheep, touchmarker
2	21	Questionnaire	collision detection, timer too long, no dragging	popup dragging, testing collision detection in next iteration
3	9	Usability testing Questionnaire	with collision -> frustrating & bugs no collision -> too easy	fix collision, fix popup
4	85 13	Usage tracking Questionnaire	Not many returning users, not many games played	leaderboards
5	12	Questionnaire	annoying sounds	less sounds
6	292 6/3	Usage tracking Questionnaire	sounds still annoying	less sounds

Quotes by our testers

- ”Schaapjes zijn "neig"”
- “De brug moet instorten als je er met meer dan vijf schapen overloopt”
- “Schaapjes zijn schattig”
- “Ik won niet ;)”

Questions?