

## CIS\*4250 User Testing Script

### Introduction..

Welcome to our Gaming website, where we've built a unique game inspired by popular games like 'Where's Waldo?'. The purpose of this session is for you to follow your intuition and try and play our game "I-Spot" game, we would appreciate your honest feedback as you go!

### Now to the questions..

Task 1: *Can you go ahead and choose a game and find the instructions to understand how to play?*

Q: How clear and effective is this onboarding process?

A: (Take down observations/answer)

It is clear enough to understand the process of the game.

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Task 2: Can you now play a level of the game?

Q1: How do you find the visual style of the game and its scenes?

A1: The user interface of the game is friendly, and the design as well as the styling of the website is quite good to catch the user's attention.

Q2: How engaging and challenging is the game?

A2: The rules of the game are pretty straight forward which challenge the user to find the hidden object.

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Task 3: Can you complete a level and proceed to the next one?

Q: How is the transition between levels and did it make sense whether you achieved the goal of the game or not?

A: The level transiting is smooth, which promises the flow of the gameplay. On the whole, the level transition contributes to the overall coherence of the game and adds to the feeling of the player being in an enriched environment and achievement.

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Task 4: Can you complete a stage/level and proceed to the next one?

Q1: How is the transition between levels and did it make sense whether you achieved the goal of the game or not?

A1: Clear indicators of goal achievement that will ensure that the progress of the player is clear and the overarching goals of the game are apparent.

Q2: How intuitive did you find the game controls and any assistive features (hints, zoom)?

A2: When zoom functionality is made available, it brings in flexibility in adjusting the view to match the preferences of individual players or to help them focus on other essential details.

Q3: Were there any aspects of the UI that could be improved for a better user experience?

A3: The clarity and the position of the UI elements on the screen, such as the buttons and stronger feedback indicators, could be made to contribute more toward the usability and user experience.

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Task 5: Can you try and play the game in full-screen mode? Can you try and zoom into a character in the game?

Q: How intuitive did you find the game controls and the assistive features (zoom)?

A: The control of the game was easy to navigate through, and the additional zoom features that were available would complement the presenters and enhance the experience to the customer.

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Task 5: Can you try and find information on the developer team?

Q: How difficult was it to find this information?

A: The ease in researching the developer team will vary from the popularity of the game and the openness the developers have regarding their work.

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Task 6: Can you go back to the homepage?

Q1: How intuitive is it to navigate through this website?

A1: Back navigation to the homepage is simple and intuitive, usually taking one back in one click or via a "home" button that may be specially provided.

Q2: How did you feel about the level of difficulty in finding the "I-Spot" game?

A2: The I-Spot game was of medium difficulty to locate, though the process of locating it was a bit of a hunt but finally successfully accomplished.

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Task 7: Overall Impressions

Q1: How likely are you to play this game again or recommend it to others?

A1: I have to say that, having in mind the gameplay and the overall experience of the game, I would definitely be very likely to come back for another play and recommend the game to others.

Q2: What is your overall impression of the "I-Spot" game?

A2: Generally, my impression of the "I-Spot" game is positive. The game provides fun experiences with intuitive controls, engaging visuals, and enjoyable mechanics.

**Closing..**

Thank you for taking the time to test out our webpage! Your valuable insights and feedback will help refine the game further!