

## CIS\*4250 User Testing Script

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### **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: User on is using their phone.

You have to go to main page, go to navigation, click instructions, then go back to home, scroll down, to the game to start it. So the navigation is a bit inconvenient.

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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: pretty nice

Q2: How engaging and challenging is the game?

A2: It works.

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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 game over screen is not phone compatible.

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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: It made sense, I just could barely see it. I was using my phone, and the game over screen wasn't compatible with phone. You can't proceed to the new level from the game over screen on the phone.

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

A2: There were instructions, but didn't specify anything on full screen, how to zoom on other places, or how to zoom out.

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

A3: be compatible on the phone

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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: on my phone, every time I go on full screen, I lose lives.

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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: Not difficult

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Task 6: Can you go back to the homepage?

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

A1: easy, make the website logo take you back to the homepage

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

A2: its good

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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 wouldn't play it, but there are only three levels. Maybe it should randomly generate the figure to different spots.

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

A2: it's fine.

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**Closing..**

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