CIS*4250 User Testing Script

Tester Description/User Persona:
- 23-year-old female, intermediate-level experience with technology and web apps

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: I first looked up at the navigation bar to look for a "Games" section but there is a "Games" section right below on the homepage. Once I saw it, it was clear I had to scroll down to see all your games.

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

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

A1: I like how there are 3 different levels to the game, each having their theme. I also really like how they are laid out in order of difficulty. Makes me want to try them all out.

Q2: How engaging and challenging is the game?

A2: I found that it got progressively harder to find the specific character after each level.

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: Yes! I like that I can choose to play another game once I finish one round or choose one of the other stages/backgrounds.

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

A2: Because I read the instructions before playing it was clear that I was able to zoom in and out of the image, this helped me in finding the described character easily.

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

A3: I really like it, it's clean, simple and not too hard on the eyes!

Task 4: 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: Since I recognized the full-screen button from other websites/apps, it was fairly intuitive for me to what button was the full-screen button. Cool feature! Could support those who require additional accessibility.

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

Q: How difficult was it to find this information?

A: I think the "About Us" button on the top heading bar was the closest thing I'd guess to where this information would be. That lead me to finding your faces and information on each of your team members.

Task 6: Can you go back to the homepage?

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

A1: I tried to click on the logo "CIS 4250" first to go back to the homepage, but that didn't do anything. Then I noticed you had a "Home" button on the navigation bar. It seemed more intuitive for me to click on the logo.

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

A2: I think it was a simple game to pick up. But surely one that challenged me enough and got me committed to finding that item.

Task 7: Overall Impressions
Q1: How likely are you to play this game again or recommend it to others?

A1: I could recommend this to students that I tutor. I would find myself playing a game like this on my phone in my free time too.

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

A2: I like it, it reminds me of "I-Spy" or "Where's Waldo". Two games that really gets your mind focused on finding that small little object. I like the spin-off

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