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: Mentioned that it could be more interactive like typform.

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 fullscreen option of the second Where's Waldo game stretches the picture. Otherwise, the visual style and screens are nice.

Q2: How engaging and challenging is the game?

A2: He mentioned that it is actually fun.

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: It made sense.

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:

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

A2: Double-click to zoom isn't obvious. Cannot click on the person when zoomed. He thought the full-screen button was a close button.

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

A3: Overall good other than the X and the zoom feature.

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:

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

Q: How difficult was it to find this information?

A:

Task 6: Can you go back to the homepage?

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

A1: Pretty nice

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

A2: Some levels are more difficult. (the first one was difficult because I didnt fully understand the game)

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

A1: Ill think about it?

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

A2: ⅘ stars

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

Thoughts about the hangman game:
Wants to know the word if he failed the level.
He was getting pretty engaged and competitive in this game.
It was fun for him.
Looks good clean

Asked if we were using typescript and why we are not.
Mentioned how everything was lightweight and fast