CS 545 Team Worksheet 4

Name of Project: Eleven

List of Team Members: Connor Haaf, Grace Mattern, Marco Polimeni, Rocco Polimeni

> What Heuristic Evaluation list are you using?

Nielsen's list.

> What are the tasks you'll ask each user to do on each iteration?

They will be provided the main menu, where they may select to read the rules before starting a round. Regardless, they will start a game and complete the game (win or lose).

> What objective measure you are using to determine whether the E you selected is improving?

For `Easy to Learn`, we will use the in-game clock for each round's time, result of round (`win` or `lose`), and survey results to determine if new players are quickly getting accustomed to the ruleset and interface; winning outcomes strongly indicate that the application is easy to learn.

> How many iterations are you planning?

We are planning **four** iterations.

> Will you use a survey at the end of each user testing session?

Yes.