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| Heuristic | Evaluation: Score (0-10) and text |
| 1. Consistent responses to user actions | The software is responsive to the users actions in such way that the user can predict what’s going to happen next, this is made easy to the user as they are provided with feedback information every time something happens, such as after they take their turn they are informed that it is no longer their turn as the ball icon for the computer starts to glow and the users icon stops glowing. As this is a pool game all the actions the user is provided with are: when a user picks a cue stick that’s the stick they use, if the user doesn’t put in a ball it’s the computers turn, if they put in a ball it’s the users turn again until they fail to put the ball, if the player wins they are informed that they have won, if they lose they are informed that they have lost.  **10/10** |
| 1. Customisation of video and audio settings, difficulty and game speed | The game sounds and video are responsive to the actions taking place, for example when a user wants to hit the white ball with their cue, the animation for that action takes place when the user clicks on the cue and holds that click, the cue then moves back when the user drags the mouse in the opposite direction of the ball and when the user releases the cue by letting go of the action click button (left or right-click button depending on how the user has defined them in the computer settings) the cue goes back towards the ball giving the idea of the cue hitting the ball. Also while all of this is happening the game gives out sounds to represent the actions, such as when the cue hits the ball there is a gentle bang sound to represent this action.  **10/10** |
| 1. Reasonable and predictable behaviour of computer controlled units | The game allows the player to take full control of the actions provided, from playing the game to hitting the white ball with the cue. This is done perfectly with no faults, for example a fault could be that the cue doesn’t go back to its place like it was before and the player would have to drag it there, however this is not the case in the Pool game.  **10/10** |
| 1. Unobstructed views appropriate for the user action | The game provides the player with a top-view of the pool table; in this sort of game it could be interesting to provide the user with more views however this would not improve the gameplay.  **9/10** |
| 1. Allow users to skip non-interactive content | The game provides the user with a message in-between rounds for whenever the player or the computer makes a mistake. This is both useful and annoying, it is useful because if the player isn’t paying attention the messages can show the user what just happened, also the messages don’t disappear unless they are clicked on. This is also annoying for the user because if they are paying attention then they don’t really need to read what happened again. This issue could be solved by adding an option to disable the messages.  **8/10** |
| 1. Intuitive and customisable input mapping | The game only allows the user to play by using their mouse. In other more complex games this could be an issue as it would restrict a user from making the most out of the game, however in this pool game there is no need for a user to use anything else besides their mouse as the actions (such as hitting the white ball) presented in the game do not require anything else besides dragging the cue and releasing it in the direction the player/user choses to.  **9/10** |
| 1. Easily manageable controls with an appropriate level of sensitivity | The game is easy to playing when referring to controls such as dragging the cue back and releasing it to hit the white ball which then hits another ball depending on where the balls are and in which direction the white ball was fired at. The sensitivity of the hit is also displayed and is appropriate for the game as a player in a real-life game would choose how hard to hit the ball.  **10/10** |
| 1. Information about game status | The game provides the user with a clear message which covers the state of the game at every point, for example when it’s the players turn the ball next to their name on the top left of the screen is highlighted, when it’s the computers turn the ball next to the name on the top right of the screen is highlighted. Also when an error/mistake is made by either the player or the computer, for example if the computer puts in the wrong type of ball the user is displayed a message covering that a mistake has been made, if the player makes an error/mistake they are also provided with a message saying that they have done something wrong and it elaborates on the issue. The game also displays the users current score at the top of the window, in the middle, so when the user/player puts in a ball it counts as a point.  **10/10** |
| 1. Game instructions, training and help | The game has a help section which covers the basics of playing the game, however, the explanation provided is to a minimal and could do with some improvement, more explanation. For example the help section doesn’t cover such information as how a player wins the game, it does say that you have to put all your balls in and then the black one however it doesn’t specify that if you do that first, before the computer, you win.  **8/10** |
| 1. Easily understandable visualisation | This pool game provides the user with a clear and easy to use GUI (Graphical User Interface). All data is displayed in such way which it is made readable easily by not overcrowding a certain section of the game with data and leaving other spaces empty, all the space on the window/game/GUI is properly utilized.  **10/10** |