# Final User Testings

## Female User (late 20s) 1st time VR experience

1. As a baby (level 1), can I walk on tables?
2. Do I have to grab an object with both hands or only one hand?
3. Oh :( there are no sounds when I throw an object
4. I didn't understand that I had to keep pressing the voice input to speak. It was very frustrating at times.
5. Problems with Voice Recognition

### Seeing her testing I noticed

A player on level 2 could go right into the falling trash. I removed the teleport areas to avoid that.

**Overall reaction - She enjoyed it very much**

### Changes

* On point 4, I prolonged the hearing period beyond the stop sound. Because sometimes our instinct is to turn off the voice input mode before saying the complete voice command. I also changed the hints.
* On point 5, I added a few more variations to the voice commands to make it more reliable.
* Point 2 was adjusted after the male user testing
* The remaining points will be future developments

## Male User (middle 20s), little VR experience

1. I thought I had to be selecting the objects and press voice command at the same time
2. I didn't read the instruction until the end so I didn't realizing I had to keep pressing
3. To grab and throw I didn't understand I had to reach them so close to my hand
4. The transition between level 1 and 2 is too slow
5. On the path level the animations are nice but too slow.
   1. The controller should vibrate more when I am ready to cast the selection ray
   2. Trash falling takes too long
6. On the final levels, is it possible to have the earth rotating? (No it is a skybox)
7. On the meditation circle I don't need to be seating.

**Overall reaction - Very good job, but some points it is not clear what we should do.**

**There should be additional hints.**

### Changes

* Levelled all meditation circles
* Changed text hints on the selection ray and grab tutorials to be clearer
* Reduced waiting time between level 1 and two
* On Level 4, User is now able to do everything once the miracle has occurred

**Not changed:** I couldn't add more hints, due to lack of time .