User Testing Puzzler

There are no wrong answers for these questions; you are just helping me out deliver a better VR experience.

GOALS:

* **Scale – Is it appropriate for the user?**
* **Lighting – Is the mood well established?**
* **Distance – Can you see all the objects clearly?**
* **Comfort – Is our experience comfortable?**
* **Interface – Is it clear and easy to use?**
* **Movement – Explain what simulator sickness is, and is the movement adjusted to the scene and type of game.**
* **Audio – is the audio fitting for the game?**
* **Surroundings – are they nice?**
* **Game mechanics – is the sum product of all parts fitting?**

QUESTIONS:

* Tell me about your experience (All of them)
* **Scale (PuzzlerTestDungeon) –** How big you think you are? Tell me about the objects of the scene.
* **Lighting (PuzzlerTestDungeon) –** What is the mood of the place you are in? What is the atmosphere?
* **Distance & Comfort (PuzzlerTestDungeon) –** Is there anything that you would like to look at but it is difficult to see or something that does not look that nice or in the wrong spot?
* **Interface (PuzzlerTestUI) –** How big is the panel? Would you like it to be closer or further from you? What is it for? What do you think it happens when you click on that button? What happens when you click it? What is the next screen for?
* **Movement (PuzzlerTestMovement) –** Explain what simulator sickness and what to do if you feel any discomfort. How did you feel about the speed of that movement (when you enter, or leave the room) – fast, slow… Would you describe feeling sick in any way or are you okay? Did you notice any sort of height changes or anything disorienting in the movement?
* **Audio (PuzzlerTestAudioMountain) – Is the audio fitting for the experience inside and outside of the dungeon?**
* **Surroundings (PuzzlerTestAudioMountain) – Do you enjoy them? Are they too small or big? What do they make you feel?**
* **Game Mechanics –** what do you think this game is about? What have they thought of the application? Do you have any comments or concerns? What do you have to do in order to pass the game? Was it intuitive to understand?

To Do:

Lesson 3 (PuzzlerTestDungeon): Chapter 12

Lesson 4 (PuzzlerTestUI): Chapter 9

Lesson 5 (PuzzlerTestMovement): Chapter 14, 15

Lesson 6 (PuzzlerTestGameMechanics): Chapter 8