User Experience Report

Questions to be considered

How many participants are needed?
Who are the main target users?
What are the areas of improvement?

Research goals

Is it user friendly?
Does it handle errors?

Anticipated outcomes

Smooth Interface Functionality for the Tic Tac Toe game that handles errors and is user friendly.

Approach

Method(s)	- Usability testing *Objective:* The goal of usability testing is to assess the overall user experience, including ease of use, learnability, efficiency, and user satisfaction. - First click testing *Objective:* The first click testing aims to evaluate the effectiveness of the initial interaction with the game by analyzing users' first clicks or inputs.
Participants	4

| **Screenshots** | |
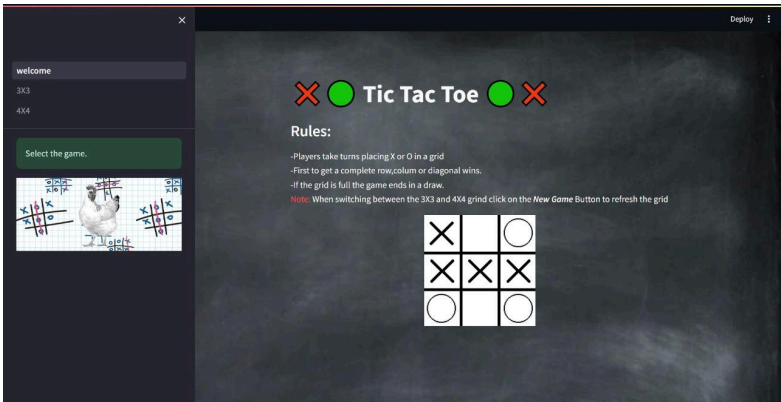
Overall approach

Action items
Gameplay Experience ensures players can make moves easily and the game accurately detects wins, losses, and draws
The console-based UI is clean and straightforward, making it easy for users to understand and play the game
The program effectively handles user input, validating moves and responding appropriately to invalid inputs
Error messages are clear and guide users toward correct input.
Bugs and issues identified during testing were promptly addressed.

Areas of Improvement:

- Regularly test and update the game to maintain compatibility with evolving Python versions and libraries
- Encourage users to provide feedback on potential issues or improvements to facilitate continuous testing and refinement
- Consider enhancing the visual feedback for successful moves and game outcomes to make the gameplay experience more engaging.
- Enhance the computer's gameplay through the integration of reinforcement learning techniques.

Conclusion:

The Tic-Tac-Toe project delivers a solid user experience with an intuitive gameplay flow, effective user input handling, and compatibility across multiple platforms. To further enhance the user experience, consider incorporating visual enhancements, refining error messaging, and providing additional examples in the documentation. Overall, the project demonstrates a successful implementation of a classic game with room for continuous improvement.