

User Experience Report for UBZ Game

Introduction

This report details the user experience (UX) testing and improvements for the UBZ game. The game underwent several milestones, each bringing new features and enhancements. This report focuses on how user feedback was incorporated to improve the overall gameplay experience.

User Testing Methodology

- Testing Sessions
- Cross-Play Sessions: Conducted during Milestones 1, 2, and 3. These sessions involved players from different teams to ensure a diverse range of unbiased feedback.
- Continuous Testing: Our team regularly tested the game throughout the development process.
- External Testing: A group of friends, not involved in the development, played the game. This approach provided unbiased opinions.

Feedback Collection

Feedback was gathered through questionnaires and direct observation during gameplay. This included notes on players' interactions, expressions, and direct comments.

User Feedback and Implemented Changes

Milestone 1

1. Feedback
 - a. Tutorial Clarity: Some players found the initial tutorial level unclear, particularly regarding the function of keys like WASD, space, and mouse click.
 - b. Navigation Difficulty: Users reported difficulty in understanding game mechanics, such as avoiding zombies and using ladders.
2. Changes
 - a. Enhanced Tutorial: Introduced an initial level with a simple design, focusing on teaching each key's function. Explanatory texts were added for better understanding.
 - b. Improved Navigation Cues: Visual cues and easier level design were implemented to guide players through basic mechanics like ladder usage and zombie avoidance.

Milestone 2

1. Feedback
 - a. Complexity in Gameplay: Players found certain levels too challenging or overwhelming due to the number of NPCs and zombies.
 - b. Unclear Objectives: Some users were unsure of goals like collecting food items or dealing with zombies.
 - c. Movement Accuracy: The bounding box for the player was too large, affecting jumps.
2. Changes
 - a. Balanced Gameplay: Adjusted the number of NPCs and zombies to reduce complexity and improve gameplay flow.
 - b. Clearer Objectives: Added signs and visual aids to guide players toward objectives and explain the significance of collecting items at the tutorial level.
 - c. Refined Collision Detection: Adjust the player's bounding box for more accurate and satisfying jumping mechanics.

Milestone 3

1. Feedback
 - a. Level Transition Confusion: Players were unclear about transitioning between different levels as the door wasn't visible sometimes
 - b. Difficulty Spikes: Some levels were perceived as too challenging, disrupting the gameplay experience.
 - c. Game Mechanics: Some interactions felt clunky, particularly jumping and throwing. The transition between climbing and standing was confusing, and high-velocity movements caused issues with collision detection.
2. Changes
 - a. Smoother Level Transitions: Implemented clear visual and audio cues to indicate transitions between levels. This was done by adding door transitions.
 - b. Adjusted Difficulty Levels: Rebalanced certain levels to provide a more gradual difficulty progression.
 - c. Smoother Mechanics and Collision Responses: Enhance the fluidity of movements, especially for jumping and throwing actions. Refine the game physics to handle high-speed movements and transitions more smoothly.

Post-Milestone 3

1. Feedback
2. Changes

Conclusion

The user experience testing for UBZ was comprehensive, involving various methods and participant groups. The feedback was instrumental in guiding significant improvements in the game's tutorial clarity, gameplay complexity, level design, and overall playability. These enhancements contributed to a more engaging and enjoyable gaming experience for players.

Appendix (Reviews from M3):

1. The review:

Rubric question: Which modes / parts of the game did you test?

Answer: Answer below: (0.0 points)

Reason:

General gameplay. More character here so i can submit

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 4 / 5 (4.0 points)

Reason:

The bounding box for thr player is a little to large. Sometimes you cannot jump above the ledge due to the collision

Rubric question: Are the game visuals responsive to the game events?

Answer: 5 / 5 (5.0 points)

Reason:

Nice. Additional characters to submit

Rubric question: Was the experience playing challenging / fun / ...?

Answer: 5 / 5 (5.0 points)

Reason:

Really cool concept. The levels are unique and challenging.

Rubric question: Any other thoughts you want to share with the developers?

Answer: Answer below: (0.0 points)

Reason:

Consider binding w and space to make controls less clunky.

More chance for weapon pick ups.

Try to design maps without dead ends. So if the player has no weapon, they have a way to run away.

2. The review:

Rubric question: Which modes / parts of the game did you test?

Answer: Answer below: (0.0 points)

Reason:

Played through all of the levels

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 4 / 5 (4.0 points)

Reason:

Overall pretty good, just some occasional bugs such as falling off the map and npc not spawning

Rubric question: Are the game visuals responsive to the game events?

Answer: 4 / 5 (4.0 points)

Reason:

Overall pretty well done, camera movement is really cool, but it seems like the frame rate is not optimal (maybe try running with release than debug)

Rubric question: Was the experience playing challenging / fun / ...?

Answer: 4 / 5 (4.0 points)

Reason:

It is very fun to see all the ubc locations inside the game such as the beach and the nest

Rubric question: Any other thoughts you want to share with the developers?

Answer: Answer below: (0.0 points)

Reason:

Overall quite fun, some bugs that requires fixing and possibly some optimization to the game

3. The review:

Rubric question: Which modes / parts of the game did you test?

Answer: Answer below: (0.0 points)

Reason:

Tutorial up to level 3

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 5 / 5 (5.0 points)

Reason:

Interactions were smooth. Could add a few effects when hit the zombies

Rubric question: Are the game visuals responsive to the game events?

Answer: 5 / 5 (5.0 points)

Reason:

Runs smoothly and responsive

Rubric question: Was the experience playing challenging / fun / ...?

Answer: 4 / 5 (4.0 points)

Reason:

A bit too hard to dodge the zombies by jumping over them, but overall great.

Rubric question: Any other thoughts you want to share with the developers?

Answer: Answer below: (0.0 points)

Reason:

When jumping with horizontal motion, I'd suggest to increase velocity to do longer jump

4. The review:

Rubric question: Which modes / parts of the game did you test?

Answer: Answer below: (0.0 points)

Reason:

I played all levels (outside, IKB, beach)

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 4 / 5 (4.0 points)

Reason:

game was smooth and fun to play when I got the hang of it. I was confused by collecting items from NPCs at first. I thought I was collecting people (who are turning into other items?). The collision with the floor also broke at high velocity.

Rubric question: Are the game visuals responsive to the game events?

Answer: 4 / 5 (4.0 points)

Reason:

visuals are nice. I like the IKB level. throwing items feels responsive.

Rubric question: Was the experience playing challenging / fun / ...?

Answer: 4 / 5 (4.0 points)

Reason:

gameplay is fun. occasionally I get stuck in situations that are hard to get out of. like when I respawn and the zombie is near the spawn location.

Rubric question: Any other thoughts you want to share with the developers?

Answer: Answer below: (0.0 points)

Reason:

fun game! I really like the UBC theme

5. The review:

Rubric question: Which modes / parts of the game did you test?

Answer: Answer below: (0.0 points)

Reason:

all parts of the game

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 5 / 5 (5.0 points)

Reason:

the interactions were very smooth

Rubric question: Are the game visuals responsive to the game events?

Answer: 5 / 5 (5.0 points)

Reason:

the visuals were responsive

Rubric question: Was the experience playing challenging / fun / ...?

Answer: 5 / 5 (5.0 points)

Reason:

it was fun and challenging

Rubric question: Any other thoughts you want to share with the developers?

Answer: Answer below: (0.0 points)

Reason:

The controls for jumping vs climbing wasn't that intuitive. I would have preferred them to be switched

6. The review:

Rubric question: Which modes / parts of the game did you test?

Answer: Answer below: (0.0 points)

Reason:

The Tutorial level. Didn't managed to play the first level.

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 5 / 5 (5.0 points)

Reason:

The transition between the climbing to standing was't too smooth, I was confused of what to do when I thought I was standing on the platform but the animation is still climbing.

Rubric question: Are the game visuals responsive to the game events?

Answer: 5 / 5 (5.0 points)

Reason:

I love the graphics.

Rubric question: Was the experience playing challenging / fun / ...?

Answer: 5 / 5 (5.0 points)

Reason:

Challenging but fun. I love the tutorial guidance.

Rubric question: Any other thoughts you want to share with the developers?

Answer: Answer below: (0.0 points)

Reason:

None

7. The review:

Rubric question: Which modes / parts of the game did you test?

Answer: Answer below: (0.0 points)

Reason:

tutorial and first level

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 5 / 5 (5.0 points)

Reason:

very smooth!!!!!!!!!!!!!!

Rubric question: Are the game visuals responsive to the game events?

Answer: 5 / 5 (5.0 points)

Reason:

very nice!!!!!!!!!!!!!!!!!!!!!!

Rubric question: Was the experience playing challenging / fun / ...?

Answer: 5 / 5 (5.0 points)

Reason:

good platformer style, controls could be more intuitive (w for jump?)

Rubric question: Any other thoughts you want to share with the developers?

Answer: Answer below: (0.0 points)

Reason:

i like the art!!!!!!!!!!!!!!!!!!!!!!

8. The review:

Rubric question: Which modes / parts of the game did you test?

Answer: Answer below: (0.0 points)

Reason:

Crash Testing, Save/Load, Input Testing, Gameplay, Story/Objective Critique

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 3 / 5 (3.0 points)

Reason:

Fairly smooth, but seemed a little clunky. Especially jumping and throwing.

Rubric question: Are the game visuals responsive to the game events?

Answer: 3 / 5 (3.0 points)

Reason:

Responsive but no animation present.

Rubric question: Was the experience playing challenging / fun / ...?

Answer: 4 / 5 (4.0 points)

Reason:

Fairly challenging, likes the multiple levels. Should somehow show the objective of though.

Rubric question: Any other thoughts you want to share with the developers?

Answer: Answer below: (0.0 points)

Reason:

Should work on input, make movement more fluid. Overall decent game.