

# **CPSC 3770**

## **Human Computer Interaction**

### **Project Evaluation**

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Vincent Cote and Graham Panchuk

1. Briefly describe what your prototype does. (If this differs from your proposal in any way, explain how and why.)

Our prototype allows users to create, update, and keep track of their roleplaying characters:

- The Basics activity tracks non-statistic character traits like name and age, which the user can modify freely.
- The Stats activity tracks character attributes and statistics (strength, dexterity, etc.), and auto-calculates stats which derive from others.
- The Inventory activity allows users to add to and remove their character's items from a list.
- The Notes activity lets users take miscellaneous notes about their character or game.

Due to time constraints a couple things had to be cut from the proposal. We did not manage to add a skills activity. We also wanted to add familiar graphics to give the video game "feel" which we did not fully accomplish.

2. Briefly describe the usability of your prototype. (The list of usability goals is in Chapter 1. You can choose any two goals.)

One usability goal we accomplish was adding safety. This is well represented when trying to delete a character or an inventory item, a prompt appears asking the user to explicitly confirm the deletion. The app also hits on the efficiency aspect as it offers computational offloading as the user is not required to constantly recalculate attributes when some character stats are changed. We believe our app offers learnability as the character's main page is clearly laid out and intuitive as to what each tab is used for.

3. Pick two user experience aspects to describe your experience with using this prototype. Briefly explain your choices. (If you need to consult a list, this can be found in Chapter 1.).

**Support Creativity:** As many of the fields used to describe a character or an item are open ended (i.e. use string variables), the user can be creative in how they want to name or describe themselves -- or an item.

**Helpful:** When playing a tabletop game the user often has to refer back to tables or a guide when changing a character stat. The app takes care of making the calculations for the user and looking up values from tables.

4. Which of the following interaction types (cognitive, social, emotional) did you ultimately incorporate in your prototype? Briefly explain.

**Cognitive:** We managed to incorporate external cognition through computational offloading (automatically generate values that are derived from other values).

**Social:** Roleslayer allows users to have constant access to their characters while going about their day, so if an idea occurs while not actively playing, they can note it in RoleSlayer and talk about it during their next session – enhancing coordination.

**Emotional:** We aimed to make the app feel like a video game's menu system to make table top gaming more accessible to newcomers.

5. If there was one feature you would have liked have included, what is it?

We would like to add a new activity to keep track of a character's skills. Another nice feature to have would be adding more functionality to the players inventory (e.g. a quantity field, or ability to modify existing items).