Greco Feudal UX Report

# Hypothesis

Due to the increase in game complexity, there is a lack of local competitive games that can be played on one keyboard.

# Challenge

When you visit a friend and want to play a quick competitive experience, modern games are too complicated. There are too many controls and you often need multiple controllers.

# Approach

Get people to test game, get responses, change game based on feedback

To make sure my game was reaching my hypothesis I had to test whether it felt competitive, and whether it was easy to play with another person locally. I tested this through having people play the game and then answering a questionnaire.

# Experiment

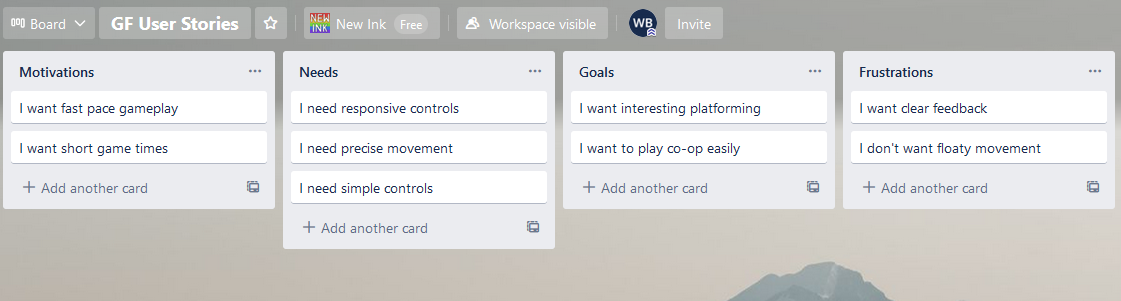
I had testers play my prototype and then answer a questionnaire.

In order to see if my hypothesis is valid I built a prototype of my game.

# Results

I categorised the questionnaire feedback into an affinity map.



I then turned the information into relevant motivations, needs, goals, & frustrations that are more meaningful.Lastly, I created a persona from the user feedback to focus game design decisions around aspects that matter. 

Conclusion

In conclusion, this project was a success as people resonated with my hypothesis and found it easy to play with one another on the same keyboard. With some changes to the gameplay based on feedback it will also achieve the competitive nature that was being aimed for.

[Maybe add what I’m going to be changing here.]

~~Hypo~~

Come up with plan

Do plan/test

questionnaire

~~Write up affinity map~~

~~Make persona~~

Make changes to game

Success or failure