

The-Game-Which-You-Are-A-Ball System and Usability Testing

Thank you for participating in our system and usability testing. There are no specific instructions for you, but you are encouraged to play the game in whichever manner that you wish. After you are done playing the game, we will ask you a few questions about your experience. Your feedback will definitely help us to improve the game. Enjoy!

Description:

The Game Which You Are A Ball teleports the player to a magical world where the player can learn to pick up elements along the way and fight creatures.

Player mode: Single/Multiplayer

Please mark your answers with a 'X'.

		Strongly Disagree			Strongly Agree							
1	Overall, I am satisfied with how intuitive it is to play this game				1	2	3	4	5	✓	6	7
2	The game is user-friendly to play									✓		
3	I was able to complete the levels with adequate difficulty						✓					
4	The game is well balanced									✓		
5	I felt comfortable playing the game									✓		
6	It was easy to learn to play the game									✓		
7	The game was enjoyable and fun to play									✓		
8	The game gave clear indicators about current status of player (i.e. energy and health)									✓		
9	Whenever I made a mistake in the game (e.g. shot by the enemy), I know what are the counter measures to be taken (e.g. shoot back at the enemy)								✓			
10	The information provided on the screen was clear									✓		
11	The organization of information on the screen was clear									✓		
12	The interface of the game was pleasant									✓		
13	I liked using the interface of the game									✓		
14	The game consists of all the functionalities and capabilities that is necessary									✓		
15	The game is smooth to play									✓		
16	I did not encounter any bugs while playing the game								✓			
17	The game did not crash while I was playing the game									✓		
18	The game did not hang intermittently for no reason									✓		
19	Overall, I am satisfied with the game									✓		

20	I would recommend the game to my friend	<input checked="" type="checkbox"/>	<input type="checkbox"/>						

Suggestions on how to improve the user interface

Shop buttons can be sliders / button hard to press.

Did you discover any bugs? Please share it here

Player picks up powerup but does not receive it, only trail changes.

Any other comments?

Game is ~~messy~~ and cool.

Powerups can be stronger.