User Evaluation

Cohort 1 Group 10

Methodology:

For our user testing and Evaluation, we opted for the simple methodology of sitting with the user and giving them a planned sequence of tasks throughout their playtest, so we could hone in on particular problem areas and create solutions. We also made sure that the user could also mention any problems or areas of confusion that we had not mentioned.

Our recruitment involved simply asking other people in the room to come and test our game, and all our data collection was done via the Google Drive suite, particularly Google Docs.

Our method involved two team members: One team member would interact with the user, giving them the tasks in order and listening and conversing so that the user felt more comfortable and therefore able to give feedback. A second team member would be writing a transcript of the User's words so that we could refer back to their feedback for both improving our project and also for reference in this document.

We chose this method due to the opportunity to gather feedback presented by the timetabled sessions.

The tasks assigned were chosen to test as many parts of our project as possible, and are as follows:
1. Manipulate the camera
    i. Can you zoom in and out? Can you move the camera around?
2. Pause and Resume the game
    i. Can you easily identify when the game is paused/ playing?
3. Place any building
4. Look at your score
5. Look at the current Event
6. Earn an achievement (NYI)

As task 6 was not implemented at the time of our testing, we did not receive any external user feedback on the achievement system.

#	Description of the usability problem	Severity (1-5)
1	Camera movement controls unclear, specifically lateral movements (zooming in/out is fine)	4
2	Score tracker easy to identify, difficult to understand	5
3	No intuitive reason for the Score to decrease over time, user left confused and believing they were playing the game 'wrong'	4
4	Hard to tell the bounds of buildings	3
5	Game doesn't give satisfying feedback on buildings/events that will alter the user's score	2
6	Difficult to tell when an event is active	2
7	Difficult to tell what the active event is	4
8	Difficult to identify the buildings based on looks	3
9	Map is not easy to identify	2
10	Game Ending is unclear/ confusing, difficult to tell if the user was successful.	3
11	Placing multiple roads is difficult as you need to select road each time, instead of building multiple at once.	3