

# User Evaluation Report

Group 1 Cohort 1

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# Introduction

Our user evaluation was broken down into several steps based on this guide.<sup>1</sup> This structured approach made it easy to follow along.

1. **Create a prototype:** We used the final version of our game as our prototype as this is what the end user will be playing.
2. **Come up with a test plan:** We created a script for each playtest to ensure each playtest was identical. This script contained a scenario that used all interactions available to the player.
3. **Recruit people (target users):** Each team member asked a friend to conduct the playtest with. This approach needed less setup than hallway testing or online tools like [UserTesting](#).
4. **Find a suitable location:** The tests were conducted in a quiet environment to avoid disturbances. The moderator and the player used two separate laptops so problems could be recorded while playing.
5. **Moderate the test:** We used a concurrent verbal protocol<sup>2</sup> (i.e saying while doing). This method requires no recording (unlike retrospective verbal protocol<sup>3</sup>) which was easier for us to do. Using CVP did require us to prompt the player more often.
6. **Document the test result:** Our script contained a section for recording any problems identified by the player, along with a severity rating. Similar problems have been combined and are present in the following table.

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<sup>1</sup> <https://www.toptal.com/designers/ux-consultants/how-to-conduct-usability-testing-in-6-steps>

<sup>2</sup> [CVP and RVP definition](#)

<sup>3</sup> [CVP and RVP definition](#)

# Problem Table

Severity Scale				
1	2	3	4	5
<b>Cosmetic Problem</b> There is an issue with an asset or text, making it tricky to complete my task.	<b>Accessibility Problem</b> There is an issue which makes completing my task slightly tricky.	<b>Minor Problem</b> There is a problem making it difficult to complete my task.	<b>Major Problem</b> There is a problem making it very difficult to complete my task.	<b>Catastrophic Problem</b> There is a problem making my task impossible to complete.

Problem	Average Severity	Comments
Change cloud speed	2	
Select character	3	Clicked on the character, not the select button
		Needs feedback for the user
Finding activities	3	As activities are only visible once in the bounding box, required to locate the area which could cause issues.
		The font/size/colour could be changed Areas of activity could be made obvious with sign posts
Score calculation	5	Currently, a bug means you always fail.
Spawn at middle of map after exiting room	2	Bit counterintuitive
Getting stuck on map	2	
Understanding energy bars	3	Can add numerical value to give a clearer picture
Low on energy but still can go to town	4	Bug
Menu navigation	5	No back button in menus
Button click sound	1	Would prefer different sound