T-404-LOKA, Final Project

GUMMS
User Testing Results

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Contents

This document contains the results of the user tests for the GUMMS final project.

1 Results

The GUMMS game was tested by three individuals. While they played the game they were asked to perform various actions and asked questions about them. Time was measured for each task and the testers' opinions on the tasks were noted. All users were given the same tasks and questions.

1.1 User 1

Table 1: User Information

Release	Name
Age	34
Gender	Male
Profession	Internet Security Expert
Computer Skill Level	High
Gaming experience?	Very High

1. Start a multiplayer game

Time in seconds	19
How was the experience?	Good, everything worked as planned. Nice big letters on the buttons. Funny selection of races.
What would you change?	I'd like to see more characters to choose from.
What did you like?	I like the robot models and the teddies are funny.
Any other notes?	No.

2. Move a character

Time in seconds	21
How was the experience?	I find the action bar at the bottom of the screen a little confusing to use.
What would you change?	The mouse pointer should change to represent that an action is active. You could have different pointers for different actions.
What did you like?	Once I realized there was a context menu, everything became much more smooth. The camera did a weird jump when my turn expired.
Any other notes?	A walking distance indicator would be nice.

3. Do a melee attack

Time in seconds	17
How was the experience?	Mostly good, I found the circles confusing. I'm still not sure what they do.
What would you change?	Put markings on the circles so you know what they are, or color code them or something.
What did you like?	The damage text and target display worked for me. Seeing the hit points bar go down is always a good experience?.
Any other notes?	No.

4. Swap weapons

Time in seconds	5
How was the experience?	Now that I have mastered the context menu, finding the commands is a breeze.
What would you change?	Jesus - the escape button is brutal. Accidentally pressed it and it killed the game without warning!
What did you like?	It was all good.
Any other notes?	Maybe adding the action titles to the bottom center action display would make it better?

5. Do a ranged attack

Time in seconds	12
How was the experience?	I had to walk a bit to get into range. The character animation was a bit glitchy.
What would you change?	Nothing that hasn't been said before.
What did you like?	I did lots of damage. It felt good - I was using a Bow of Insanity. I would like to know better if I made the target insane or not. Maybe some status indicators?
Any other notes?	No.

6. Do healing magic

Time in seconds	56
How was the experience?	I didn't have any damaged characters to start with so this took a little longer than expected.
What would you change?	I think the context menu could do with a submenu system, categorize the actions into melee, attack, magic, etc. The player should be able to key bind actions and also put them in the root menu of the context menu. It would also be nice to have the actions you know but can't use at the time greyed out.
What did you like?	It was all good.
Any other notes?	No.

7. Start a hot-seat game

Time in seconds	37
How was the experience?	The escape button killed the game, I had to restart the client. Fix that.
What would you change?	The game should have an ingame main menu, where you could quit game, look up information, etc.
What did you like?	Again - like the multiplayer, nice big buttons.
Any other notes?	There is no sound?

8. Find information on a character's skills

Time in seconds	38
How was the experience?	Confusing. The character sheet for the active character was not behind his main portrait. The team list in the upper left corner got me there.
What would you change?	I would place the character sheet in a free floating window that pops open when you press the character portrait.
What did you like?	Once I found the character sheet, everything was fine. Good readability.
Any other notes?	There is no sound?

9. Find information on a character's equipment

Time in seconds	3
How was the experience?	He's got two weapons and an armor.
What would you change?	Would be good to get hover help over the stats on the weapon that explains the game rules.
What did you like?	Axe Of Slow... Boohaha, I could do evil with this thing.
Any other notes?	No.

10. Find information on current pips

Time in seconds	1
How was the experience?	I had noticed during the multiplayer test that these were going down. I think this might be a problem for someone that is not a gamer like me. A simple label maybe?
What would you change?	See the box to the left.
What did you like?	It was alright.
Any other notes?	No.

11. Find information on what type of armor you have

Time in seconds	3
How was the experience?	Quick and easy once you know where to look for the character sheet.
What would you change?	The information is unclear. Not sure what the values stand for!
What did you like?	It was alright.
Any other notes?	No.

What did you think about the look of the game?   Very obviously done with what graphics you had lying around. The GUI needs some work but overall I think its pretty good.

How did you like / dislike the controls of the game?   Like I said during the test - maybe the pointer should change when I have an action selected.

What are our next logical steps for the product?   Can't wait to see what you come up with next! I think you need to put in more types of actions - for an example an action that allows you to change your placement in the initiative order. Also it would be nice to have an "overwatch" action - an attack action where the character would attack anyone that walked into range or some preset point. More content - more spells, different spells for different races...

1.2   User 2

Table 2: User Information

Release	Name
Age	36
Gender	Male
Profession	Lawyer
Computer Skill Level	Medium
Gaming experience?	Low

1. Start a multiplayer game

Time in seconds	40
How was the experience?	It was good.
What would you change?	The characters should be different.
What did you like?	Love magic stuff.
Any other notes?	Why teddy bears?

2. Move a character

Time in seconds	15
How was the experience?	Good.
What would you change?	Nothing.
What did you like?	All good.
Any other notes?	The same icon for magic.

3. Do a melee attack

Time in seconds	25
How was the experience?	Not sure how to select a target.
What would you change?	When realising how to see which target is selected then nothing.
What did you like?	The animations are cool.
Any other notes?	Not sure which character on the map is the one to make a move.

4. Swap weapons

Time in seconds	10
How was the experience?	All good.
What would you change?	Nothing.
What did you like?	All good
Any other notes?	Nothing.

5. Do a ranged attack

Time in seconds	20
How was the experience?	The ranges are a little confusing.
What would you change?	A description or a notion of which circle is representing what.
What did you like?	It was ok.
Any other notes?	No sound?

6. Do healing magic

Time in seconds	50
How was the experience?	Little difficult.
What would you change?	It's still a little confusing how to select the target.
What did you like?	The animation.
Any other notes?	No.

7. Start a hot-seat game

Time in seconds	25
How was the experience?	All good.
What would you change?	Description above the selections of characers.
What did you like?	It was like the multiplayer, simple.
Any other notes?	Like to swich teams.

8. Find information on a character's skills

Time in seconds	4
How was the experience?	All good.
What would you change?	Nothing.
What did you like?	Simple
Any other notes?	No.

9. Find information on a character's equipment

Time in seconds	2
How was the experience?	All good.
What would you change?	Nothing.
What did you like?	Simple
Any other notes?	No.

10. Find information on current pips

Time in seconds	6
How was the experience?	All good.
What would you change?	Add a description above.
What did you like?	Why the name pips?
Any other notes?	No.

11. Find information on what type of armor you have

Time in seconds	5
How was the experience?	Magical ring.
What would you change?	Would rather have a specific section for armor and weapons.
What did you like?	All good.
Any other notes?	No.

What did you think about the look of the game? The look is good. Like the the world around the map.

How did you like/ dislike the controls of the game? They are good, the zoom feature is cool.

What are our next logical steps for the product? Soundtrack and more models. Also would like to have life drain weapons.

1.3   User 3

Table 3: User Information

Release	Name
Age	20
Gender	Female
Profession	Student
Computer Skill Level	High
Gaming experience?	Medium

1. Start a multiplayer game

Time in seconds	20
How was the experience?	Good
What would you change?	Nothing.
What did you like?	The characters are very cool.
Any other notes?	Didn't spot the accept button right away.

2. Move a character

Time in seconds	6
How was the experience?	Very basic.
What would you change?	I'd like to know how far my character can go.
What did you like?	To see the probabillity of hitting the opponent.
Any other notes?	Nothing.

3. Do a melee attack

Time in seconds	5
How was the experience?	Very basic.
What would you change?	Nothing.
What did you like?	The animation is cool.
Any other notes?	Didn't understand the difference between the blue and green range indicators.

4. Swap weapons

Time in seconds	2
How was the experience?	Very basic.
What would you change?	Nothing.
What did you like?	It was all good.
Any other notes?	Nothing.

5. Do a ranged attack

Time in seconds	15
How was the experience?	First I thought that I had to use the character which had the bow. Didn't realise that a character had many weapons from the start.
What would you change?	Would like to see what my current weapon is.
What did you like?	The animations was so awesome.
Any other notes?	Also didn't see that the weapon needed to be reloaded and would have liked to see how the move went before it swapped to the next character.

6. Do healing magic

Time in seconds	25
How was the experience?	Didn't know I had to change weapons to do a magic action.
What would you change?	Nothing.
What did you like?	All good.
Any other notes?	Nothing.

7. Start a hot-seat Game

Time in seconds	10
How was the experience?	Basic.
What would you change?	Whould like to be able to switch teams before starting the game.
What did you like?	All good.
Any other notes?	Nothing.

8. Find information on a character's skills

Time in seconds	3
How was the experience?	All good.
What would you change?	Nothing.
What did you like?	That it's very straight forward and there are descriptions. and details.
Any other notes?	All good

9. Find information on a character's equipment

Time in seconds	2
How was the experience?	Didn't realise that clicking the text would show more details.
What would you change?	Nothing.
What did you like?	It's very simple and straight forward.
Any other notes?	Nothing.

10. Find information on current pips

Time in seconds	1
How was the experience?	It soon becomes very clear when you begin playing that pips are the cost of performing something.
What would you change?	Nothing.
What did you like?	All good.
Any other notes?	The hover text helps a lot.

11. Find information on what type of armor you have

Time in seconds	15
How was the experience?	Didn't think of searching in the equipments but it makes sense once you realise it.
What would you change?	Nothing.
What did you like?	All good.
Any other notes?	He's wearing leather armor.

What did you think about the look of the game? It looks awesome. Love the theme and the models for the characters.

How did you like/ dislike the controls of the game? When you know what each key does it becomes very easy to use.

What are our next logical steps for the product? I would like to be able to play in another world or surroundings and possibly complete some missions.