Version 1 User Testing

ZOO WORLD

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User Testing Results

March 26, 2006 USER TESTING

Because programming portion took a lot longer than I thought it would, the scope had to be cut down for version one. Version one now has only 2 levels but they work and are still engaging enough for the user as testing showed today. Sound has been incorporated into the game. There is a different sound appropriate to the customer type whenever the user clicks on the customer and if the user does not meet the goal of level one, the user can try again. The first level presents 6 animal types that are not unlocked yet but only three can be unlocked in this level. The first level has two customer types that come down the ticket line. The second level has one additional customer type to the original two and three more unlockable animal types (the rest of the total unlockable animals).

The speed of the game was sped up for this round of testing as requested and more animals were placed in the game for the user to unlock. A second level was also added which showed the unlockable animals left and what s/he unlocked in the first level.

I forgot to bring the mouse for the user to test with therefore that caused some problems. The user had to use my laptop’s touchpad which s/he has not used before. The user was still able to play it but after a 10 tries it became too difficult and stopped. I slowed the game down and because the user was not used to a laptop touchpad so it didn’t help much. A few people around my age were able to play it easily because they had laptops and once the user saw them playing easily they wanted to try it again.

I had not added a bonus round yet but talking to the user s/he said it was too soon to add one even after the second round. The user had enough challenge in the first two levels and thought using the faster speed would be challenging enough when a mouse is available.

The original goal set for the second level was way too hard to reach so after testing, I realized I needed to lower the goal. The user thought it was still too high but a mouse was not available yet so that may change.

The user brought the idea of using the keyboard while having difficulty with the touchpad but it confirmed my idea of making use of the keyboard during bonus rounds. I had the idea of navigating an animal to get food with the keyboard in the bonus rounds so that may be in version two.

What gave me a good indication that the game was engaging and sticky was that the user was the first one to ask me about whether I brought the game or not before I asked her about it today. That was a great plus to me knowing that s/he wanted to play it again. And even after it being difficult to adjust, the user still wanted to play the next time I test it on her.
March 28, 2006  USER TESTING

I brought the mouse and surely it was challenging enough but at least navigating was not a problem anymore.

There may still need to be some kind of change with showing what animals the user did unlock already. Right away after you beat level one you go to level two and there’s not upfront indication that you unlocked animals other than that you got to go to level two. Level two starts right away with the people coming down the ticket line for the user to hit to disappear so no time to look at the right side to see what animals were unlocked from the first level.

The user was the first to ask me again if I had brought the game or not before I even brought the topic up. S/he is curious to know what the game will be like next time.