

Final Product Usability Testing

PURPOSE

This project aims to test the usability of the final game product that we have created and understand our users' overall experience and pain points, especially after the revisions implemented within the overall aspect of the game.

GOALS AND OBJECTIVES

We aim to conduct usability testing for the final game product we have finished. The observations and results from this testing will allow the team to have detailed feedback on the users' overall experience in the game:

- How do users feel about the overall game experience, considering the design, theme, and details?
- What are the main issues or frustrations users face while playing?
- Do the design and features improve the functionality and onboarding process for users?
- Do users experience a smooth game flow with clear instructions?

METHOD

For the final game product, usability testing is used to understand the overall experience of using the game. This final test involved 4 different users, and we recruited them to play the complete version of the game while we observed them. During the testing, we documented the pain points of the users. After accomplishing the whole game, we asked for their feedback about the effectiveness and smoothness of following

the instructions, interacting with the game, and their overall experience with the design and flow of the game.

FINDINGS

The feedback we collected and documented from the testing resulted to these following findings

1. Game Navigation and Interaction

- a. Users shared that to increase proper navigation, an introduction to what the game is about is needed.

2. Game Visuals

- a. Users shared that the game looked appealing because of its color, and element uniformity
- b. Users also shared that one of their struggles is the chatbox being too large with the game, suggesting making the chatbox smaller and adding tool designs to better fit the game.

3. Game Functionality

- a. Users shared that the drag-and-drop functionality could be improved so that dragging the item works even when it's outside the designated area.

CONCLUSION

From the usability testing of the final game product showcased that the game was appealing and engaging to the audience due to the visuals and theme applied. However, users shared their comments in terms of proper navigation and introduction to help improve the game flow. Additionally, users also appreciate the overall design of the game, but also want improvement in small elements such as the chatbox of the game.