

# Initial Prototype Usability Testing

## PURPOSE

This project aims to test the usability of the first game prototype that we have created and understand our users' overall experience and pain points, especially in terms of following the in-game instructions, user interface and design, and game effectiveness.

## GOALS AND OBJECTIVES

We aim to conduct usability testing for the game prototype we have created. The observations and results from this testing will allow the team to spot problems and understand the following immediately:

- How do users interact with the game based on its design and interface?
- Are the instructions clear and helpful in guiding users through the game?
- Do the designs make it easier for users to engage with the game and follow instructions?
- Do users fully understand the game flow and know what to do next?

## METHOD

We conducted usability testing, to understand what is relevant to our users. Our test involved 5 different users, and we recruited them to play 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. Multiple shared their struggles with the drag and drop mechanics of the game.
- b. Dragging mechanism led to user confusion as expectation for uniformity for drag and drop has been set by the users.
- c. Users shared screen navigation struggles such as chat box and icon access while playing the game.

### 2. Game Visuals

- a. Users shared that the game looked appealing because of its color, and element uniformity.
- b. Users also shared design improvement in terms of character design and additional game mechanics such as painting and patching tasks.

### 3. Game Functionality

- a. Users shared that with the uniformity in design and elements the game and its flow remains functional.
- b. Users suggest that instructions for easier understanding of game mechanics and flow should be presented in the introduction.

## CONCLUSION

The usability testing that we have conducted revealed that most of our users have their interaction preferences when it comes to playing the game such as the drag-and-drop feature, and their preference for clear and direct to the point instructions. Our initial figma prototype also had multiple challenges in terms of its navigation. Yet, users liked the visuals, design consistency, and theme of the game.