

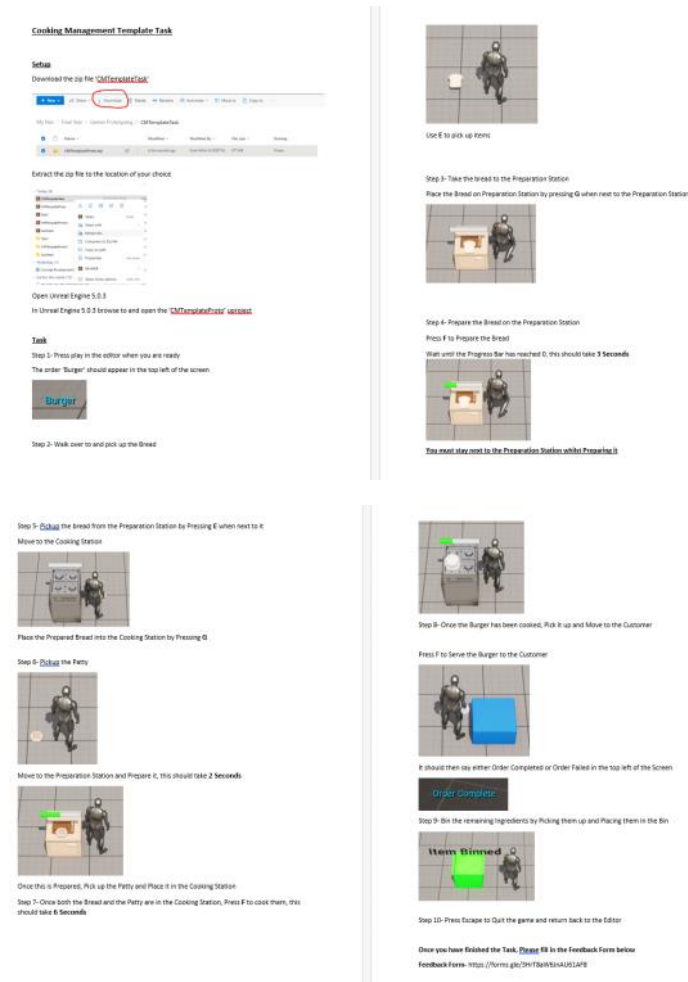
Iterative Testing

Monday, April 18, 2022 12:29 PM

Iterative Testing 1

Task 1-

To compliment the questionnaire I created a task for users to do. This was to ensure that they utilised all the key aspects of the template during testing and would thereby be able to give a more detailed insight into the product, allowing them to comment on all areas of the product as they would have experienced them all.



Defend the rationale
Defend why you did it

Questionnaire
Questionnaire forms focus group
Select candidates from questionnaire for my focus my group

Focus Group

Based on feedback given in the questionnaire, this task proved to be a successful method in giving users a somewhat guided tour around the product. Results showed that 100% of candidates completed the task fully, thereby giving credence to the responses given as all candidates would have experience all critical aspects of the product before commenting on it. The one major issues I found with this issues is that I made it optional for candidates to utilise the template to make their own Cooking Management games. As a result I got no feedback from candidates on using the product to do this. I consider this to be a large oversight on my part and this made it extremely difficult to make changes in my first cycle of iterative development as I could not address any issues regarding using the product to do this as no issues had been highlighted. In later testing I amended this issue however this in no doubt had an extremely detrimental effect on my product and whilst I consider the usage of this task to be a success in ensuring users experienced all key areas of the product, I believe the quality of my testing could have greatly been improved by avoiding this simple mistake.

Questionnaire 1

I chose to do a questionnaire as for my first cycle of iterative development I wanted to get a large sample size to extrapolate from. Whilst the responses wouldn't be as detailed as say a focus group, it would provide a general insight into what a large scale of my users feel about my product. This proved to be extremely useful for getting users grievances on a variety of areas of my product, with the UI being a common complaint I received amongst participants. This directly led to me making direct changes to address this outspoken issue in the first round of iterative development. Another area where this method proved invaluable was bug reporting as users listed a variety of bugs and issues that I had not found prior, which I later went on to fix.

Cooking Management Template Feedback

Please Complete after finishing the Task- If you have any additional questions please contact me via Discord
Discord- Techno)#0188

 justgameplay14@gmail.com (not shared) [Switch account](#) 

* Required

Did you Complete the given Task? *

- ☐ Yes
☐ No

If No, why?

Your answer

Did the Controls Make Sense to you (Moving, Pickup, Drop, Use)? *

- ☐ Yes
☐ No

Did the Controls Make Sense to you (Moving, Pickup, Drop, Use)? *

- ☐ Yes
☐ No

if No, Why?

Your answer

Do you feel any Features are missing from the Template? *

- ☐ Yes
☐ No

If Yes, what Features?

Your answer

Did you Encounter any Bugs in the Template? *

- ☐ Yes
☐ No

if Yes, what were they?

Your answer

Did the Preparation, Cooking, Serving Systems Make Sense to you? *

☐ Yes

☐ No

If No, Why?

Your answer

Please feel free to give any other Feedback on the Template?

Your answer

Responses-

7 responses



Accepting responses ☒

Summary

Question

Individual

Did you Complete the given Task?

Copy

7 responses



If No, why?

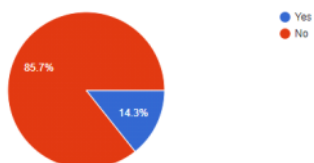
0 responses

No responses yet for this question.

Did the Controls Make Sense to you (Moving, Pickup, Drop, Use)?

Copy

7 responses



If No, Why?

6 responses

Option 1

Very fiddly when using F and G

Maybe do E pickps up and palces and instead of using F

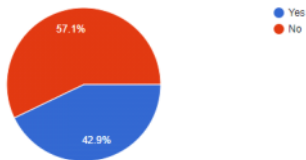
EReally annoying controls, need changing around

Controls were very annoying to use, maybe just have E do everything instead of having different buttons do each thing

Do you feel any Features are missing from the Template?

 Copy

7 responses



If Yes, what Features?

3 responses

Simple UI showing what the player is holding, and maybe some control hints

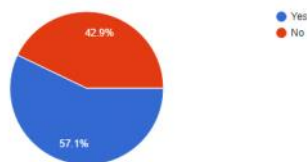
UI saying whats being cooked, what the order is, if the order is failed or succeeded etc.

dynamics when cooking such as smoke or some particle effect (this would more be for showing a player something is happening rather than just from an art side)

Did you Encounter any Bugs in the Template?

 Copy

7 responses



if Yes, what were they?

4 responses

Burger stayed on stove even though it was picked up and dropped at order station.

Bug with project not loading the first time

Burger was on stove even though I picked it up still???

After completing the task anytime I pressed "G" the order that was placed on the blue area would teleport to me instead

Did the Preparation, Cooking, Serving Systems Make Sense to you?

 Copy

7 responses



If No, Why?

1 response

The cooking made sense and I understand what the system is doing

Please feel free to give any other Feedback on the Template?

6 responses

Some form of UI showing what the player is holding. As for the controls I thumbed between F key and G key maybe left mouse click on stove/workstation activates it.

Needs more UI and change controls around

Needs more UI just a bit confusing at the moment!

More UI

Really confusing with just the print strings so I'd suggest more UI

Its not clear when you are holding something as it takes up a lot of screen space in games such as overcooked which have a similar idea the food items are majorly exaggerated taking up nearly as much space as a character even when being held by a character, this and the colour coding make them easily distinguishable in time sensitive situations which I feel would help in this template as it does seem like time would be a time based order game.

Overall whilst this methodology didn't provide extensive insight into how my target audience felt about my product, it did highlight some of the major grievances users had with the product in its current state. This led the direction of my iterative development and helped make several great improvements to my product in my opinion. In my opinion this justifies my use of a questionnaire in my testing process and would consider the decision to use it be a just and fruitful one.

Iterative Testing 2

Task 2- For the most part I kept the Task the same as the first one I sent out. The major changes however included the emphasis on users making their own games using the template and drawing attention to the addition of the newly added UI and what it meant.

Cooking Management Template Task

Setup

Download the zip file "CMTTemplateTask2"

Extract the zip file to the location of your choice

Open Unreal Engine 5.0.3

In Unreal Engine 5.0.3 browse to and open the "CMTTemplateTask2" project

Task

Step 1- Press Play in the editor when you are ready

The order "Burger" should appear in the top left of the screen

Step 2- Walk over to and pick up the Bread

Use E to pick up Items

Step 3- Take the Bread to the Preparation Station

Place the Bread on Preparation Station by pressing E when next to the Preparation Station

Step 4- Prepare the Bread on the Preparation Station

Press E to Prepare the Bread

Wait until the Progress Bar has reached 10, this should take 3 Seconds

You must stay next to the Preparation Station whilst Preparing it

Step 5- Pick up the Bread from the Preparation Station by Pressing E when next to it

Move to the Cooking Station

Place the Prepared Bread into the Cooking Station by Pressing G

Step 6- Pick up the Meat

Move to the Preparation Station and Prepare it, this should take 2 Seconds

Once this is Prepared, Pick up the Patty and Place it in the Cooking Station

Step 7- Once both the Bread and the Patty are in the Cooking Station, Press F to cook them, this should take 6 Seconds

Continue this until you reach a Score of 200

Step 8- Bin the remaining ingredients by Picking them up and Placing them in the Bin

Step 10- Press Escape to Quit the game and return back to the Editor

Step 11- Create your own Cooking Management Game by editing the Blueprints and Assets within the Template

Step 8- Once the Burger has been cooked, Pick it up and Move to the Customer

Press F to Serve the Burger to the Customer

It should then say either Order Completed or Order Failed in the top left of the Screen

This should increase your Score based on how quickly you Sell it

Once you have Finished the Task, Please fill in the Feedback Form below

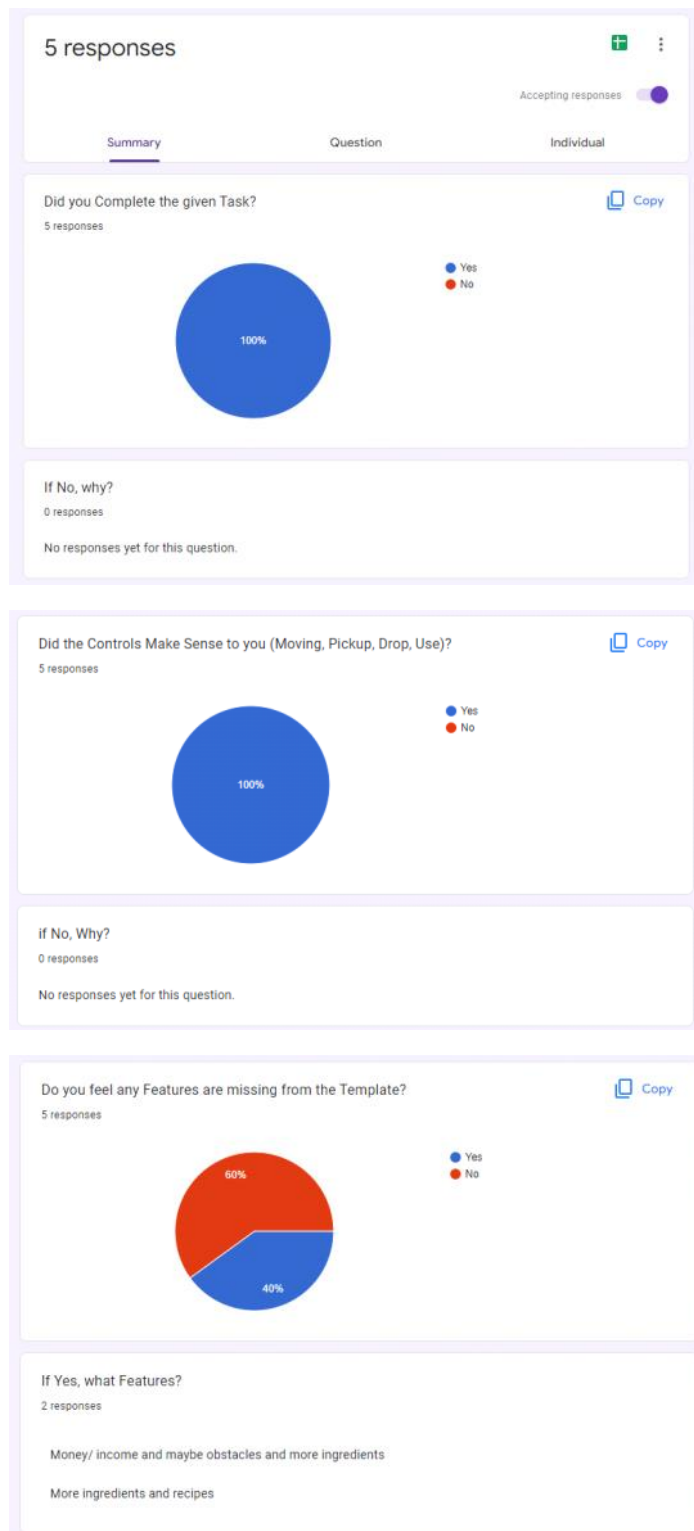
Feedback Form: <https://forms.gle/1998w3d79GvC3jd>

For any additional requests please Contact Me on Discord "Techno300388"

The effects of these changes were immediately noticeable with all candidates viewing the code, evaluating how clear it was to understand and use. In addition, I added a question asking whether about the UI in order to gauge my audience's insight into the clarity and effectiveness of the product's UI. I made this question required to complete and as a result, all 100% of candidates answered the question, granting me a far better understanding of how my target audience felt about the quality and clarity of the product's UI. On the other hand, this did not directly ask candidates if they used the template to make a cooking management game and nor did I ask how easy or effective the product was to use to make to do so. Whilst I made a multitude of improvements in the 2nd task, yielding more invaluable information that once again led my iterative development, I believe that I should have been more direct in instructing candidates to use the product to make cooking management games. Whilst there is clear indication that candidates did indeed do this, there is no concrete evidence that they did so due to a lack of an explicit question querying so and more importantly how easy and effective the product was at doing so.

Questionnaire 2-

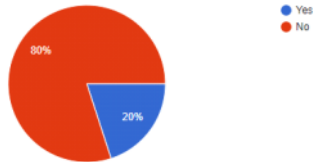
Just like the second task, whilst I kept much of the 2nd questionnaire the same as the first, I made key changes to specifically address the issues that plagued the first. This included lack of questions regarding the UI, Folder Structure and ease of use and effectiveness of the product. I also corrected the numerous spelling mistakes throughout in order to ensure clarity in the questions asked. The results of these changes had great effect with candidates now able to give their feedback on these elements of the product previously unmentioned in the questionnaire.



Did you Encounter any Bugs in the Template?

 Copy

5 responses



If Yes, what were they?

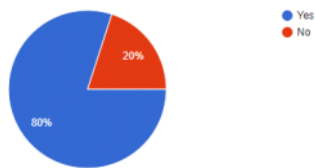
1 response

File didn't open at the start

Do you feel the UI was Clear in Presenting
Key Information about the Game State (Customer Patience, Game Timer, Appliance
Timers etc.)?

 Copy

5 responses



If No, Why?

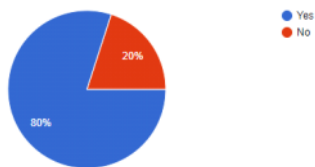
1 response

Don't realise thje green bar was customer patience

Did the Preparation, Cooking, Serving Systems Make Sense to you?

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5 responses



If No, Why?

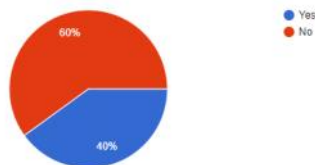
1 response

SHouldndt need to cook teh bread

Did Folder and Asset Structures Make Sense to you (Easy to Navigate, Appropriate
Naming Conventions)?

 Copy

5 responses



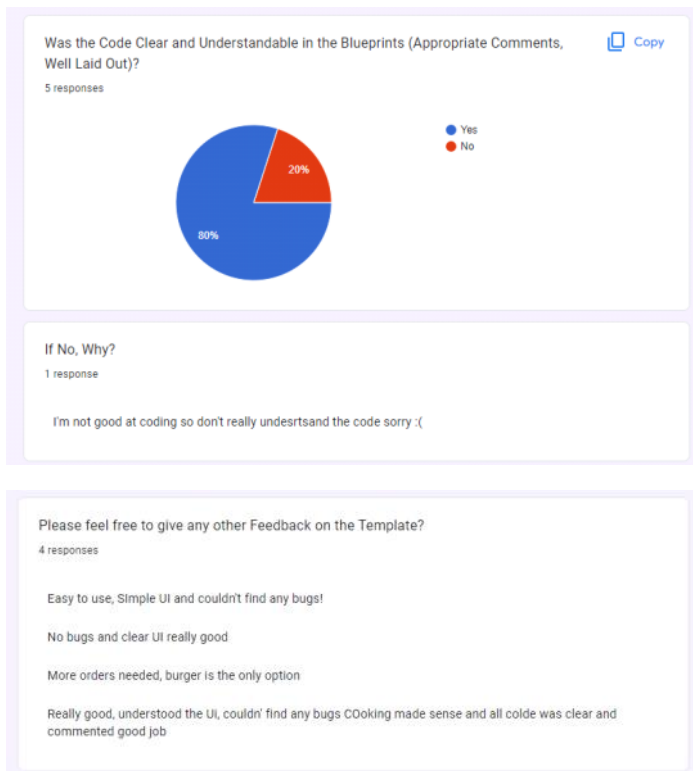
If No, Why?

3 responses

ibt confusing

Folder names were bit confusing

Folder names could be clearer



The results from the questionnaire showed that candidates found that the majority of changes I made in the previous cycle of iterative development were positive additions with 100% of candidates said that the controls now made sense, 80% found no bugs in the and that the core gameplay systems (Preparing, Cooking and Serving) made sense. Comments highlighted user's satisfaction with the product and more specifically the significantly clearer UI and fewer bugs within the template. Despite there being no mentions of questions regarding how easy users found the product to use and its effectiveness at making Cooking Management games which was another oversight on my part, I consider this questionnaire to be successful in providing evidence the changes I made to the product were positive and effective and the only key areas I need to change were the naming conventions used in assets and folder structures and making the comments for clearer. The changes I made specifically addressed these issues, reaffirming a more consistent naming conventions of folders, assets and code, rewriting comments making it clearer what each section of code did and further bug testing and fixing of all systems of the template.

Focus Group-

After receiving the feedback from my 2nd questionnaire, I handpicked a few candidates from said questionnaire that I felt gave the most interesting responses and organised a focus group in Sparck Jones. I decided to do this in order to get a more detailed insight into how my target audience felt about my product. I believe my questionnaires provided brief insight from a wide range of candidates on a variety of areas of my product. After receiving the results of which, I decided to do a focus group in order to get more detailed responses from a smaller sample size of my target audience in order to understand what specific areas of the product they liked, disliked, found easy to use, found too complex, feel need improving etc.

Cooking Management Task Focus Group

Ewan- Hi everyone, did you all complete the task?

All- Yes

Ewan- Nice, first of all did the controls make sense to you RED

RED- Yes, it has the same controls as Overcooked I think and yeah it just made sense really

Ewan- That's good, what about you GREEN

GREEN - Yeah made sense to me, maybe you could make E use the oven as well because it does everything apart from that's it's just a bit confusing that that's the one thing it doesn't do

Ewan- That's fair, what about you BLUE?

BLUE- Yeah made sense to me, I liked that 'E' both picked up and put down objects, I know some games do that differently but I like it this way

Ewan- Thanks everyone, now did anyone encounter any bugs in the template?

RED- No

GREEN- Not me sorry

BLUE- I found one if you took out the in Ingredient whilst it was being chopped, when you took out that ingredient and put it in after a few seconds it would be prepared instantly

Ewan- Yes I'm aware of that one, I'll fix it after this but thank you anyway. Did anyone use the template to make their own Cooking Management game.

RED- No

GREEN- I did yes

BLUE- Me too

Ewan- Alright GREEN and BLUE was it difficult to use? Did you understand what the code did?

GREEN- I understand it yeah, the comments really helped make each bit clear

BLUE- I understood most of it but some bits I didn't understand and the comments for it weren't clear enough I thought

Ewan- Thanks, I'll take note of that, finally does anyone have any other comments or feedback about the Template they'd like to add or discuss

RED- Not really, was a good template, it functioned well and I couldn't find any bugs so all good from me

Ewan- Thanks you RED, what about you BLUE?

BLUE- Thought it was really good, only thing I'd say would be make some of the comments a bit cleaner and remove that bug I said, but apart from that was good

Ewan- Thanks BLUE I'll do that. And what about you GREEN?

GREEN- yes thought it was really good, like no bugs, did what it's supposed to, I guess you could add more features like washing plates or when you burn something in the Oven it sets on fire?

Ewan- I didn't include them because they weren't core to the genre I thought, but given more time I would add more non-essential features like that

GREEN- Oh yeah they're definitely not essential but I feel it would be good if you could add them in the future

Ewan- Yes, I agree thanks, GREEN. Well, that concludes this focus group, thanks everyone for coming

The results from the focus group proved to be very interesting. Not only did the candidates highlight bugs that were not mentioned in the questionnaires, but the census of that the commenting of the code specifically needed to be made clearer was reiterated as users were finding it difficult still to understand what it did. Just as the feedback from the questionnaires did, the responses from the focus group proved vital in guiding my iterative development process. I attribute responses from the focus group specifically to greatly helping the bug finding and fixing process as one candidate highlighted bugs that had previously been unaware to me. Another major success of the focus group was providing evidence that candidates had in fact used the template to make their own Cooking Management games. 2 out of 3 candidates used the template to make their own Cooking Management games with both understanding how to use the template with only BLUE having some issues understanding what some code did, which they attribute to its unclear commenting. In conclusion, I consider the focus group to have been an enormous success, not only serving its purpose of providing more detailed insights from my target audience but it also helped correct the mistakes made in the questionnaires i.e not specifically asking if candidates had used the template make their own Cooking Management games, which this focus group proved whilst also giving insight into how easy and effective users found the template to be.

In-house Testing

Throughout the development of my product, I constantly tested my template in-house. I did this in order to keep up to date with new bugs being found in my product as in my iterative development, new updates were constantly being made based on user feedback. This in turn meant more bugs would plague my template each time I made a change to my template. Therefore in order to keep up with the constant flow of new bugs being found in my product, I tested for bugs each time I made a change. I attribute this regular in-house testing to be a major factor in the lack of bugs in my final product and coupled with my iterative development approach I believed greatly enhanced the quality and polish of my product. As a result I would consider the in-house testing to be one of the resounding success in my testing and development process as a whole.