

# User Feedback Gathering Process

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We have created a prototype of our game on PowerPoint that can be tested by the students. The PowerPoint game models what exploring one level of our game would be like. The level in the prototype will have users explore modern-day Egypt, discovering clues and learning a little bit about ancient Egypt. At the final location, the user will play a mini-game that will decide whether he wins or loses the level. We have emailed this to you and hope that a few students in your class could play this game and answer questions afterward.

You can administer the test by opening the PowerPoint on each of the students computers and then reading them the following introduction and then instructions: "Students at Harvey Mudd College have designed a simple video game that they would like you to play. The game is a point-and-click adventure. It will take a short amount of time to play and your feedback will be appreciated!"

1. On the Slide Show menu click view show. You will be taken to a full screen of the prototype.
2. This game is designed for you to click through. Play the game by clicking on interesting objects and buttons. You will receive information after clicking on most objects. When you are through with a scene, click on the blue arrow to move forward.
3. There are a few things to pay attention to:

When you get to the scene with the temple, you can go inside by clicking the entrance.

When you receive the document with hieroglyphs, you need your decoder in your inventory. The process of decoding the message may require some jumping back and forth from the message to the decoder.

Please ask the students that played the game to answer these questions and email the results back to us at [Audrey.L.Lawrence@gmail.com](mailto:Audrey.L.Lawrence@gmail.com). We would prefer individual results for each student, but if this is impractical, feel free to send a summary. :

- Did you feel like there was a main goal to the game?
- Did you find the story about the statue interesting?
- Did you decode the hieroglyphic message?
- How long did it take you to get to the Nile?
- Did you read the information that popped up from clicking people or objects?
- How did you like the mini-game at the end? Was it too easy/too hard?
- Would you describe this game as fun?