User Testing Feedback
Team TwoCube
IS480, AY2017/18 T2

Tasks List

Play "Walk the Robot"
CHoose a level of difficulty = Beginner, Intermediate, Expert

Please fill in the following:

Problems encountered?	1. Turning and move forward motion at the same time. 2. Laggy between input of code and output movement by robot. 3. Tough to estimate the distance travelled by the car. 4. Unsure of how many degrees is needed to turn accurately 5. Instructions/functions given were not clear, example, turn_degrees(90) is it to the left or right? 6. When the script run too many times, the system will lag. 7. Robot can only turn one side.
How helpful are the error messages?	1. No error message encountered. 2. Helpful, able to figure out which error is required to solve. 3. Very helpful. 4. Clear error messages.
How helpful are the hints?	1. Helpful to help understand the commands. 2. Complete beginners might not fully understand the hints but for someone who has experience it is ok. 3. Amazing. 4. Quite helpful. Not very difficult for beginners to pick up. 5. Very good information. 6. Should indicate the need to put .sleep at the start of each command. 7. Helpful to kick start the game. 8. Allowed me to control the robot better.

Suggestions?	1. Decorate the maze.
	2. Maybe can have more methods and allow the user to initialise the robot.
	3. Maybe you can put the hints at where the webcam is now. Move the webcam to the top. Instead of a text area with scrollbar, I think remove the scroll bar and make the text area bigger will be better.
	4. Maybe give some do's and dont's so that the user does not overload and crash the system.
	5. Make the page/screen bigger.
	6. Brief introduction on how to play the game would be nice.
	7. Have celebratory music after clearing the maze.
	8. Have distance marking/ map for the user to better estimate the maze size.
	9. When i press submit, it is still not very obvious that i have submitted the code. And if i spam the button the robot will go crazy.
	10. Stating in the hints how (-) negative sign affects the movement of the robot. Would be very helpful.

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Post User Testing Interview	Feedback
1. Thoughts on the sustainability of the project - ie. long term or short term	1. Long term - If the games get more complex, eg. the users get to customise the methods and then call the method, learning progress can be long - Interactive, and if users find it easy and fun to use, with the different levels of difficulties, there is motivation for them to learn & progress - As it is a gamification, there is an aim to want to complete the games, and with a growing pool of games, this will incentify the users to use the platform long term - Constant inflow and outflow of basic users 2. Short term - More for basic users, users have a limited learning curve - More advanced users may require games that allow them to create methods and applications that our project may not be able to accomodate
2. How do you find the learning curve? Especially for those without coding background	- For the game, quite steep for beginners as they do not understand logic of instantiation and creating methods - Beginners may also not be

	familiar with the syntax and idea of creating objects - Learning curve may plateau after awhile depending on the difficulty of the games on the site - More information/tutorials could be provided. Not too much text so that the notes and tips will are easy to digest - Could consider tying a textbook curriculum and use it as a model to shape the games around
3. Would you pay for this project?	- Yes, it is very interactive and fun, would like to see what the other games have in store for users - Some mentioned that they would be willing to pay $5/30 min session