

Project X - User test

Notes:

Too many road rows

Cant understand where the boundary is

Suggestions:

Grass looks flat can add some colors

Add a line on the roads like in real life

Difrent color to show where the baundary is

From my observation I can conclude that the user is able to start playing the game without interruption with just a brief explanation. One thing I noticed is that they can't tell where the boundary of the playable map is so I we'll have to make some changes and make it more noticeable for the player. Also I noticed that eight times the map generation might create a field with a big number of Road. types next to each other which makes the game quite hard so I will have two add a Max cap of the fuel generator. After we observed the player for a while I did ask some questions about the overall look of the game and the participants said the the grass type rows look a bit flat, and also sugested to add a lane seperator to the road type. Overall the user didn't have many complaints but just minor adjustments to make the experience better for them.