

User Testing & Observation

Test Session Details:

- Test Title: Boardgame Testing
- Date: 5-06-2025
- Location: Eindhoven Strijp-S TQ 4.2
- Observers: Kourosh (I)
- Test Version: High-fidelity - Final product

Participant Information:

- Age Range: 12-22
- Role: Target User

Test Objectives:

- What got tested?
 - The board game
 - Boardgame App
 - Rulebook

Tasks to complete:

Task	Description	Success Criteria	Group 1 (Y/N)	Group 2 (Y/N)	Group 3 (Y/N)	Notes
App usability	Finding the right buttons and ensuring they are intuitive is key to making the board game easy and enjoyable to use.	To find the rulebook/How to give answer to the Questions.	Yes	Yes	Yes	The app is easy to understand while playing the games, and everything is easy to find.
Rulebook	Understanding the rulebook.	To understand the concept of the game and using it during the game.	Yes	No	Yes	The rulebook was understandable, but some minor adjustments are needed to improve readability. For example, ensuring that the visuals consistently match each other would help.

Boardgame	Understanding the boardgame after reading the rulebook.	Understand the boardgame after reading the rulebook and not asking for help.	Yes	No	Yes	We added the visuals from the board game into the rulebook, which helped players understand the game quickly.
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Observations During Testing:

Observation	Positive/Negative by percentage (%)	Notes
How people will interact with the app.	90%	They liked the game, appreciated how the app functioned and its usability. The only feedback was to include visuals of the board game in the rulebook.
How people like the boardgame.	80%	They enjoyed the board game and its overall concept. They found it really funny and especially liked the reverse logic and the unique twist with the dice mechanics.
How people like the rulebook.	75%	The rulebook is clear and easy to follow, and its integration into the web app makes it more convenient and user-friendly than a traditional paper version.

Direct user feedback:

- Blah
- Blah

Summary & Insights:

- What went well:
 - Successfully built a functional PWA using React and Indexed DB for offline support.
 - Smooth integration of game elements like mystery boxes, side quests, and questions.
 - The UI is simple and intuitive, making it easy to navigate during gameplay.
- Pain points:
 - Some users found it difficult to quickly locate specific game rules or instructions.
- Suggestions for improvement:
 - Add a search function to the rulebook for quicker access to game rules.
 - Explore animations or transitions to make the experience more engaging.

Conclusion:

- Overall, the board game app effectively supports and enhances the physical game experience. By combining solid offline functionality with a clean user interface, it adds value through interactive elements. While there were some technical challenges, the final result is user-friendly and engaging. With small improvements like a rulebook search feature, the app can become even more efficient and enjoyable for players.