

## **CS160 Pilot Usability Study Script**

1) Login screen

Where the players login to the game

2) Home screen

Contains a list of existing games and could create a new game from this screen

3) Create new game screen

A form of information to be complete in order to create a game

4) Waiting room screen

Where the player waits and chats with other players when they are waiting for more players to join

5) Dictating screen

Where the dictator describes the object he or she sees to the drawer that was randomly assign to him or her in the foreign language

6) Drawing screen

Where the drawers draws the object that the dictator describes to him or her

7) Rating screen

Where the dictators rate the drawings and drawers could get real time feedback of their drawings