

Demo Script/Task Instructions

Thanks for doing this with me. This project is for CS160. I'm trying to get vital feedback on the usability of a game my group has designed and implemented. Keep in mind everything you do is right, and any error the may result is not a mistake on your end, but rather a design fault on ours.

Please read and sign this consent form if you agree to what it says.

Thank you.

<Sit them in front of game, start game.>

Please proceed to the tutorial represented by the portal on your screen.

Good job, now I'll just ask you to accomplish a few tasks which will help us assess our game.

Easy Task

Your first task is navigating through the map. Please find and enter the "Subtraction Dungeon."

Medium Task

Good job! Your next task is solving the puzzle that you will find by going across the bridge. Please proceed across the bridge and do your best to solve the puzzle.

Hard Task

Your hard task is beating a boss monster. Please go up to the ogre on the right side of the screen and begin the battle. Recall everything you learned in the tutorial, because strategy will be important in beating him.