

Quantitative/ Qualitative Aggregation

- Past games played heavily favored Club Penguin; reasons were because of its integration of a wider realm of socializing with other gamers and competing on a universal basis.
- Past relation to Monkey Quest included knowing of the game, as well as having trouble with the actual creation of an account and initial login.
- In scenario 1, creating the monkey, one tester felt adding the option of eye color would be an effective change. Randomization via dice was noticeable by some, an icon that is associated with risk taking; in this case it affected the name of the monkey being created. Older players understood the dice function (age 10, Josiah Luna); younger players had difficulty in applying this game functionality (age 9, Ethan Levy). The option of choice seems to be pertinent to engaging the player in monkey creation; dice may inhabit this initial gameplay attraction. Pattern exploration may not be contingent to how the player viewed a monkey avatar should look (a familiar ideal type of monkey essentially), though they can also be viewed as human-like skin tattoos. User interface of creating a monkey is correlated to how a text is read via left to right, top to bottom; hair options as well as face are the first to be tackled.
- Scenario 2 drag option of quipping items and vice versa was most utilized. Navigation issues, reading word texts were not an attractive element for (age 9 Adrian Avalos). Icon of quest tracker was confusing because of its similarity to a compass. Apple icon on lower bottom half screen is still accessible, though backpack is open-has user experience navigation conflicts. Engagement via level up click ability and reading words distraught the player to the condition of players having trouble exponentially completing a mission. Straightforwardness of a side scrolling game and its horizontal element is not apparent may be due to how heavily text based the platform is-directions and guides are not perceived as a valuable element in accordance to actual gameplay. Seems to be a divide amongst particular children, unless a similar past game has been played-valid mature gamer status via experience is not observed. (Need to make this game an introductory one, graphics describe so, but gameplay and user navigation trump certain children.)
- Specificity via game options, but not specificity via direction and text. Sorting is distinguished as what the player is more inclined to favor, ie the most iconic elements-spells, armor, weapons, quest items (items that would adhere to an advantage in gameplay or 'cool' items) Contribution of a search bar seems to be a familiar factor, moreover it maybe a correlation of internet search engines.
- Quest journal inquiries-many felt that having the essential reward is an enticing added element. Confusion over quest horizontal succession via scroll function of the quest journal served to be a confusing element. Perhaps a different quest journal element can be implemented, rather than showing the horizontal direction of the overall quest, maybe just showing the reward would be more beneficial to the player-enticing via being able to see what the strive for action is.
- General questionnaire overview seems to point towards a more visual based overall game. Text seems to never be read, therefore story is leaped over (video intros are always entertaining). Recommended to friends, mainly because it is a fun game.