***Team A – Tank Wars***

***Customer Requirements Report***

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**Procedure**  
  
Our team’s approach to gathering Customer Requirements data was designed to introduce the game as if the customer had purchased it and started playing alone. There was no help or explanation given in round one, and no questions were answered. Round two, the player’s questions were answered and any undiscovered features, such as fire strength or movement, were explained.

**Round 1**

* Players were asked to play the game
* We refused to explain or provide answers

**Round 2**

* Players were asked to play another round
* This round, questions were answered and the players were given an explanation of undiscovered features

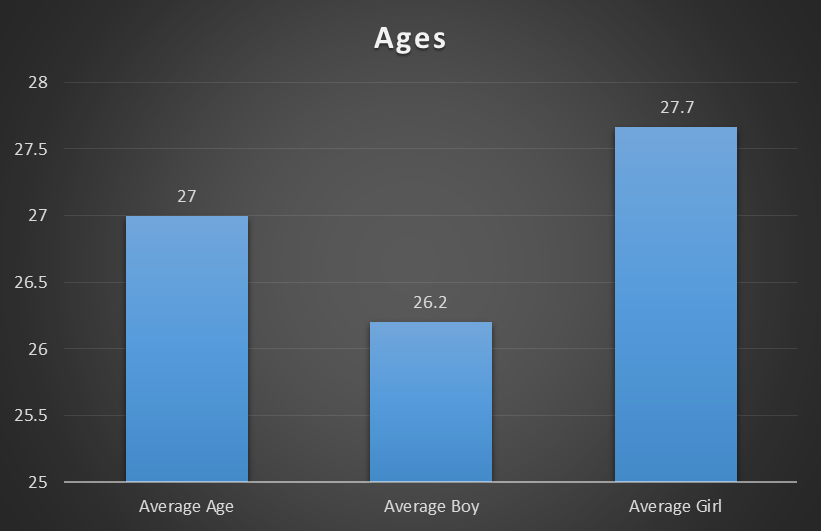
During the two rounds, the player’s responses, questions, bugs, suggestions, access to the help and options screens were noted. Each round was concluded when the player completed the game or demanded to stop.

**Data Gathered From User Experience**

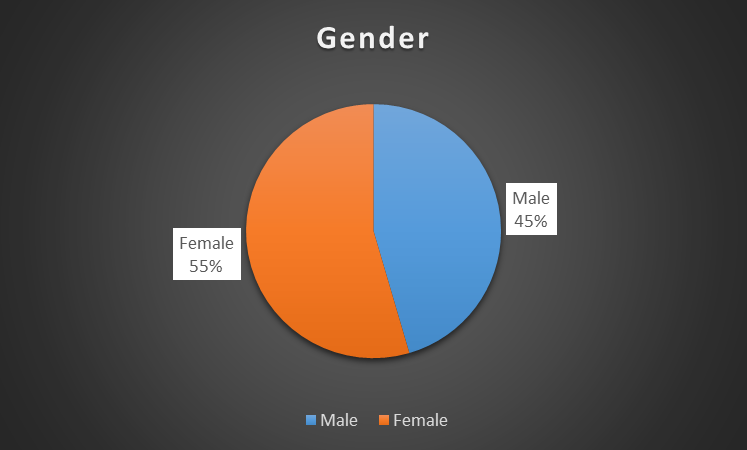
**Demographics of Users:**

Number of participants: 11

Average Age of participants: 27



Gender: 45% Male & 55% Female



Experience: 55% Novice & 45% Expert



Based on the overall experience, the following bugs were discovered.

**New Bugs Discovered**

|  |  |  |
| --- | --- | --- |
| Bug Name | Descriptions | Severity |
| Space Bar | The space bar stopped firing | Severe. A restart was required. |
| Frozen Game | Everything stopped moving and nothing worked. | Severe. A restart was required. |
| Tank Off Screen | Tank rolled of screen and could not be recovered. | Severe. A restart was required. |

**Strengths & Weakness of the Software**

**Strengths:**

Music was overall liked

Extras and Weapons

Player success after time

Randomization of level when restarted

**Weakness:**

Confused about controls

Not user friendly

Screen transitions

Poor Help Menu/Tutorial

**Comments:**

After player ended the game -“I would recommend this to a kindergartener.”

As the novice player started - “How do I win?”

After multiple rounds of playing two players - “I like it now, I’m winning!”

While playing through the first round - “If I kill myself, would that be acceptable”

**Observations:**

Novice player would shoot up at herself to end the game quickly.

More confidence as the player progressed.

Players did not know the tanks could be moved.

**Plans for the future**

After the overall experience, the team plans on improving the tutorial menu, bugs that were stated in the earlier chart, make the software more user friendly and polishing the software to make it a smoother experience.