

Summary

The purpose of this test was to see if my idea for limiting the number of stages on the bottom section of the screen to one row was a good idea or not. From testing, it seems that testers had no real issue with this change to the layout and were still able to understand how the screen worked.

Main Takeaways

- Moving to the one-row limitation has no real drawback and will eliminate the issues of differing stage thumbnail sizes.
- While this test shows that the screen is easy to navigate, it is important to test it with pictures rather than words in order to get a fully honest test.

Concerns

- Testers were able to find stages when given the name, and since the tabs were all organized by the first letter of each stage, finding the stages was easy. In the actual prototype, stages are organized by franchise, which means users that are unfamiliar with the franchises won't initially know where stages are.