



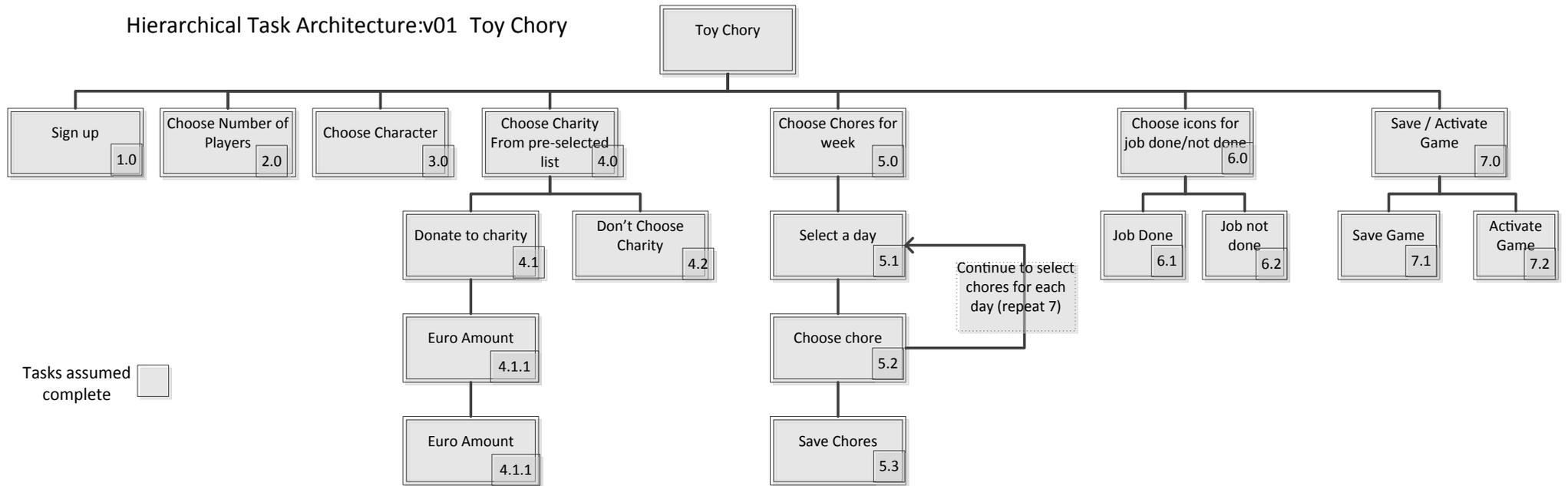
This project involved a team of four.

My main involvement in this project included:

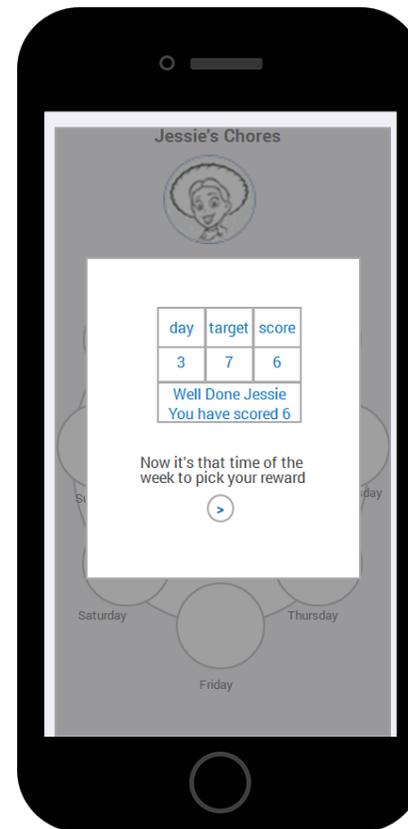
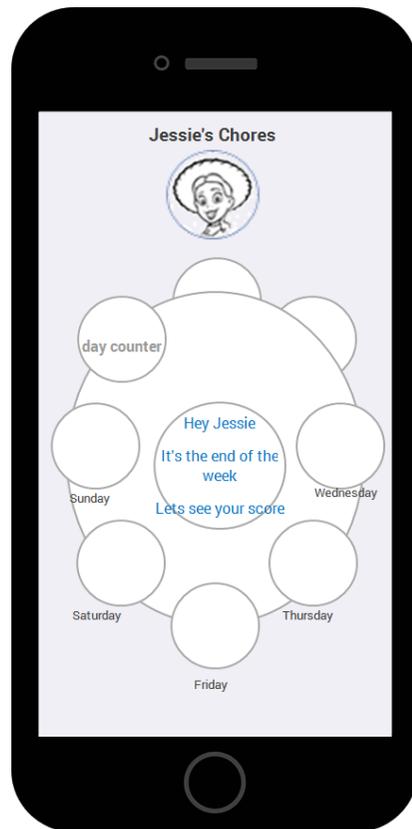
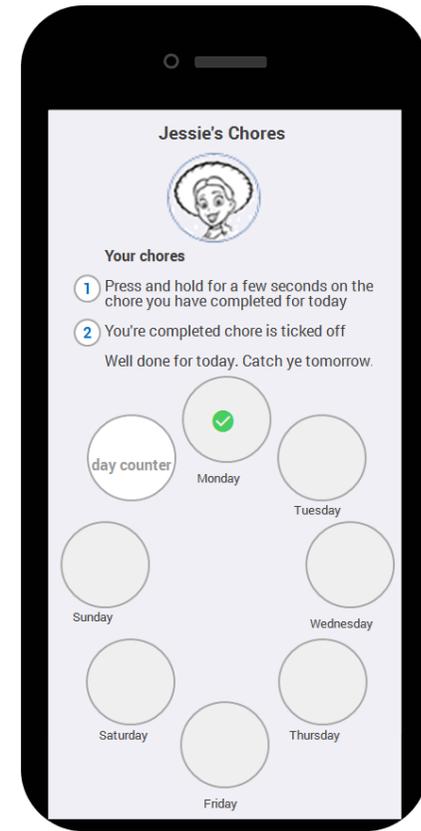
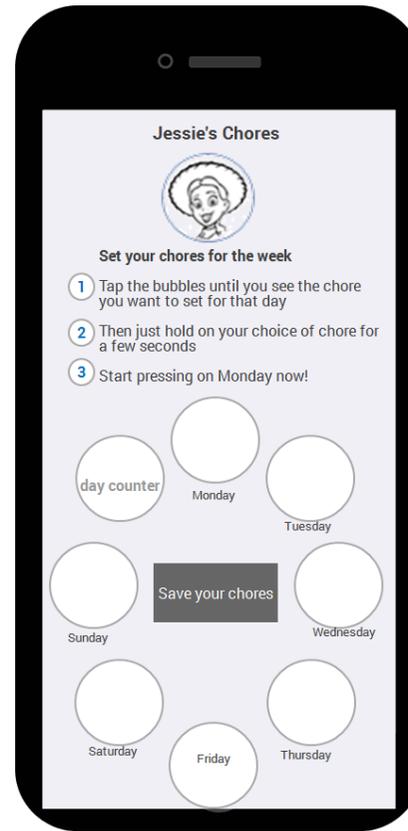
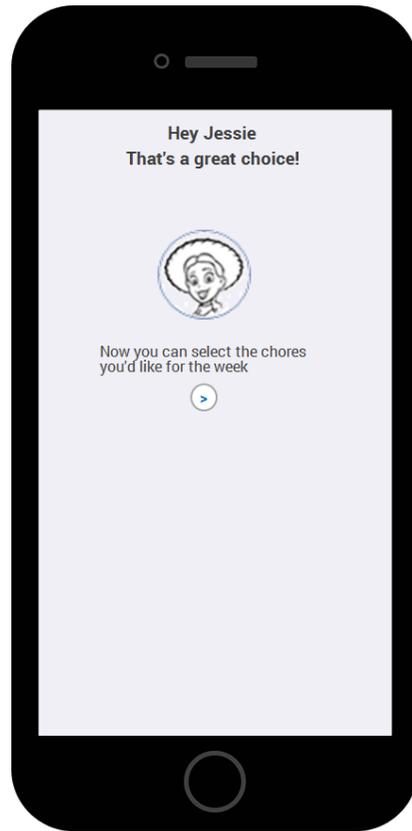
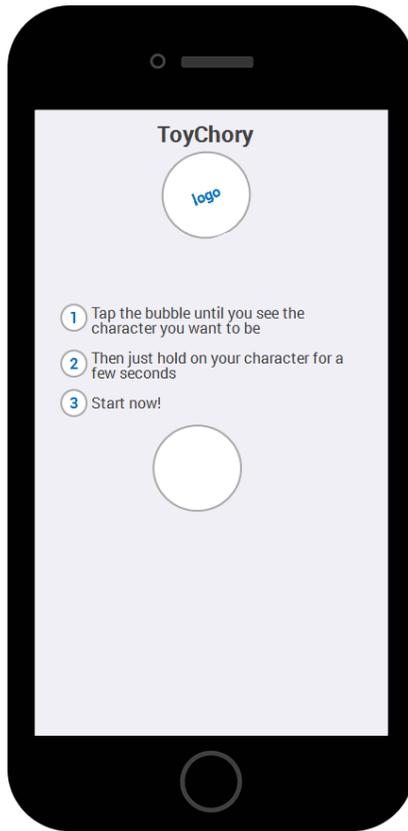
- HTA design
- Wireframes included in this document
- Design of testing for initial Guerrilla testing, User Testing, and accompanying documentation and analysis of results.

ToyChory is an app where children and adults can play a game together, earning points for doing weekly chores. The game is focused around making a donation to charity. A donation is made at the end of the game based on how satisfied participants feel. Participation is encouraged through rewarding points for completed chores. Points are then turned into rewards which are claimed at the end of the game.

# Hierarchical Task Architecture v01



# Initial wireframes created in JustInMind



Participants were provided with wireframes from all team members. Based on user feedback from the Guerrilla tests, a points system was implemented, whereby an amount of points were awarded to different chores based on how small or large the chore was.

## Toy Chory Guerrilla Test

\* Required

What is your name? \*

1. Out of the 4 tests which one did you prefer

D's

S's

R's

I's

2. Based on your preferred game what changes, if any, would you make?

3. Were the instructions easy to follow as you went through the game? \*

1 - not so great 5 - excellent

1 2 3 4 5

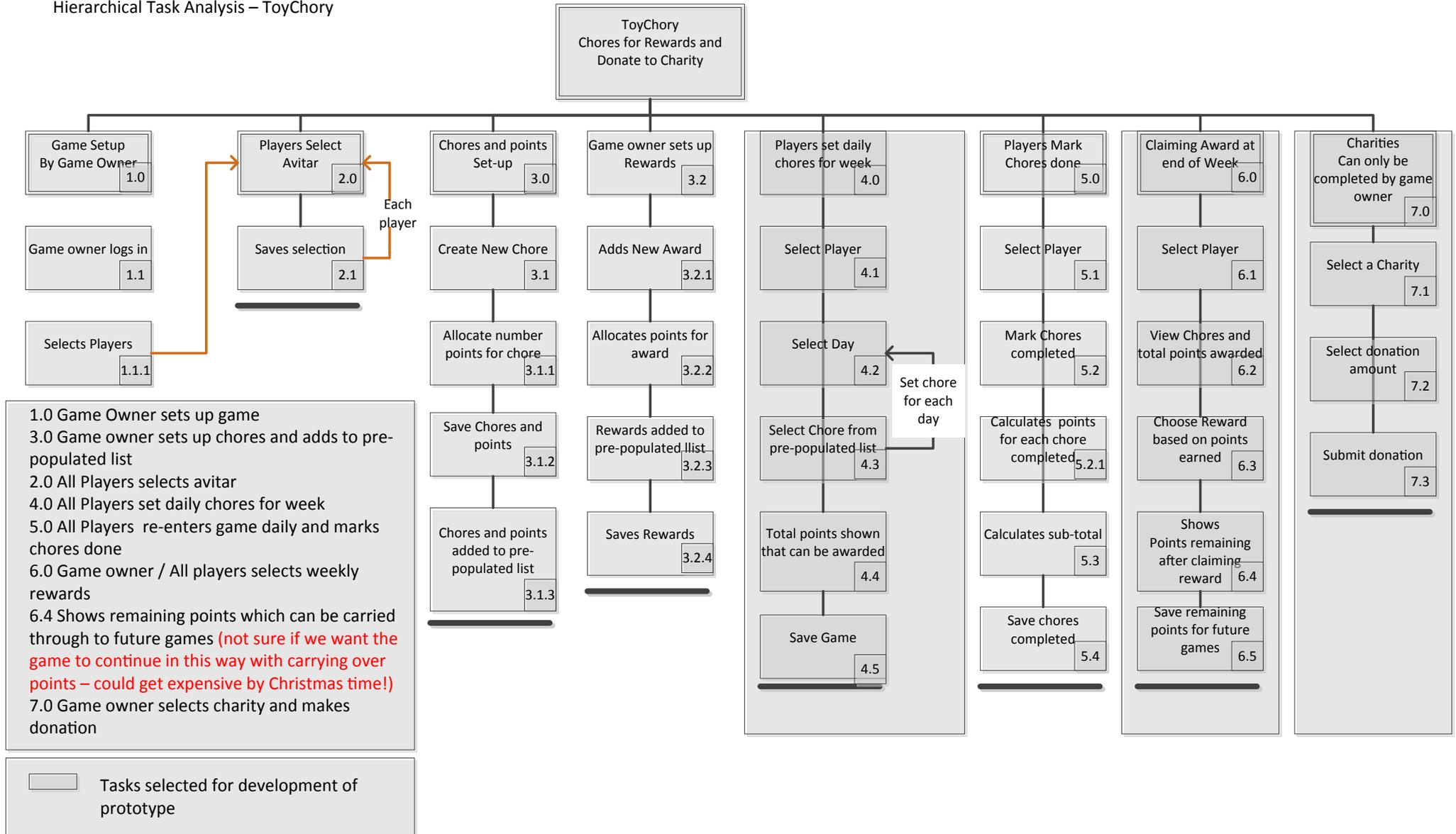
Not so great      Excellent

4. What rewards would you suggest?

*Never submit passwords through Google Forms.*

Based on design decisions of introducing a points system, a final HTA was drawn up. Tasks 4, 6 and 7 were selected as the areas to be developed for prototyping.

Hierarchical Task Analysis – ToyChory



- 1.0 Game Owner sets up game
- 3.0 Game owner sets up chores and adds to pre-populated list
- 2.0 All Players selects avitar
- 4.0 All Players set daily chores for week
- 5.0 All Players re-enters game daily and marks chores done
- 6.0 Game owner / All players selects weekly rewards
- 6.4 Shows remaining points which can be carried through to future games (not sure if we want the game to continue in this way with carrying over points – could get expensive by Christmas time!)
- 7.0 Game owner selects charity and makes donation

Tasks selected for development of prototype

## Further User testing of hi-fi wireframes was carried out

**ToyChory Survey**



**1. What is your overall impression of this game?**

**2. Who do you think the game is for?**

**3. If you were to describe the game to someone how would you describe it in a sentence or two?**

**4. What do you like about the game?**

### Full list of questions asked:

1. What is your overall impression of this game?
2. Who do you think the game is for?
3. If you were to describe the game to someone how would you describe it in a sentence or two?
4. What do you like about the game?
5. Is there anything that you see is missing from this game  
What improvements or additions would you make to this game.
6. Would you recommend this game to someone?
7. Would you pay for this game?

### Some resulting comments:

All participants liked the game and commented that it was a great way in which children could get involved in helping with weekly chores and teach them responsibility in a fun way.

They saw the game as being for both parents and children. The involvement of parents and children made it interactive for all the family to get involved.

One participant suggesting that choice of wording relating to Mom and Dad could be based on a selection of adults including “my amazing guardian” or similar for children not living with parents or where the family-make up didn’t include both Mom and Dad.

This is a very valid comment based on the make-up of today’s families.

The game was very much seen as a game for families, with the target audience for

Mock-ups were designed and a further Interactive Prototype pro-

