Post-game Position Heatmap Clarity Test Instrument

Iteration:
Tester familiarity level with Quasar League (*None, vague, decent, and strong*):
"Round"/Version:

Heatmap Element	Unprompted?	What was said
Overall		
Blue team		
Orange Team		
Attack Buff		
Shield Buff		
Pulsar Spawn		

Post-game Position Heatmap Clarity Test Instrument

How to use this sheet:

How to use this instrument:

Let the tester know this is a position heatmap, any information about the game the may need, and ask them to describe the game/round to you based on the information. Any unanswer elements should be prompted with at least one of the prompts written.

How to prompt for each element:

Overall

- Who do you think won the match?
- Where was the most activity? The Least?
- How do you think players moved around the map?

Blue team/Orange Team

- How was Blue/Orange team's performance based on the information you were given?
- Do you think they won or lost?

Attack Buff/Shield Buff

- Did players get the attack/shield buff often?
- What kind of activity do you think there was near this buff given the information on the graph?
    - (If needed) For example: Did they fight over it? Just picked it up on the way? Or camp it?

Pulsar Spawn

- What can you tell me about players' activity around the pulsar spawn?
- What kind of activity do you think there was near the pulsar spawn given the information on the graph?
    - (If needed) For example: Did they fight over it? Just picked it up on the way? Or camp it?

How to compile the data:

In a table do the following :
- One column for the element
- One Column for familiarity level
- One column for "Round"/Version
- One column for Iteration tested
- One column for "Prompted" mark down the total for each element
- One for "Unprompted" mark down the total for each element
- A column for each tester for what they said about each element, Green for correct answers, Yellow for somewhat correct answers, and Red for incorrect answers.