Experiment Protocol

When performing our tests we couldn't fully use our design in these early stages so we had to simulate it by using different techniques to make up for the lack of the app. The procedures we took to still get an outcome as if we did have the app are - have multiple phones to scan QR codes that we have on hand, and call if the hider hit a time limit. When simulating our design we also made an overall area where you couldn't pass which was central wellington and the water front. We did this so no hunter would go too far from the hider. Another control we had was if a hider took too long or hid somewhere for too long, they would be pinged. In our simulation we would simply send our current location on instagram. To make up for no timer on an app and having odd starts at the beginning of the test we used our recording time to get the hunters and hiders score which will be displayed in a later stage of testing.

The stages of our testing were simple

- We started with 2 testers one hunter and one hunted (these people did not know each other but the hunter has a photo of the hunted)
- On one phone we gave them a QR code which contained the first riddle to a location
- The hunter riddle was slightly more tricky so this would give the hunted a head start.
- We raced to where we thought the riddle was telling us to go.
- If the hunted took too long they would have to give their location. But if they make it in time they would call the hunter and tell them to read the next clue.
- The game then repeats until there are no more locations or the hunted is found