

Product Name
CD Dated 9/10/99
Sample Testing Report
September 17, 1999

Summary:

There were a number of Director errors, which occurred at various points in the program. Some of these would occur on an erratic basis. In Windows the program crashes if you try to use the Web Link option. The installation is somewhat awkward in Windows, and the program did not function correctly if we installed to a directory with a long file name or from the second CD-ROM drive on a system with two CD-ROM Drives. The game scene interface was also a little difficult to navigate and we have made recommendations on ways it could be made easier.

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SAMPLE REPORT: The product name, publisher name and other sensitive information have been removed and replaced with the words "PRODUCT NAME", PUBLISHER, or *** as appropriate. Other information may have been removed to protect client confidentiality.**

Hardware Used:

The following machines were used to test the software:

Windows

Make/Model	Processor	Clock Speed	RAM	Windows Version
Midwest Micro	Pentium III	450 MHz	64 Mb	Windows 98
Dell	Pentium II	400 MHz	64 Mb	Windows 98
UMAX	AMD K6-2	350 MHz	64 Mb	Windows 98
HP Brio BA	Celeron	333 MHz	32 Mb	Windows 98
Midwest Micro	Pentium II	266 MHz	64 Mb	Windows 98
Midwest Micro	Pentium	166 MHz	32 Mb	Windows 98
Sony	Pentium	166 MHz	64 Mb	Windows 98
HP Brio BA	Celeron	333 MHz	32 Mb	Windows 95
HP Vectra VE	Celeron	333 MHz	32 Mb	Windows 95
Midwest Micro	Pentium II	233 MHz	64 Mb	Windows 95
NEC Direction	Pentium MMX	200 MHz	64 Mb	Windows 95
IBM PC300 GL	Pentium MMX	166 MHz	32 Mb	Windows 95

Macintosh

Make/Model	Processor	Clock Speed	RAM	OS Version
G3 Minitower	PowerPC 750	300 MHz	64 Mb	System 8.6
PowerMac G3	PowerPC 750	266 MHz	64 Mb	System 8.5
iMac	PowerPC 750	233 MHz	32 Mb	System 8.5
Performa 6400	PowerPC 603e	200 MHz	32 Mb	System 8.1
Performa 6320CD	PowerPC 603e	120 MHz	32 Mb	System 8.1

All testing was done in single-user configurations.

Procedures:

On at least one Windows system and one Mac system, we have tried to fully run through all of the scenarios in the product and interact with all of the characters. On other systems, we used the Laser tour, which was provided, to touch on all of the Adventure sections. However, in these instances we did some limited additional testing beyond the Laser tour test plan. We have focused mostly on the functionality of the product and its installation on various systems.

Installation:

Windows

- (1) The installation gives no indication of what directory it is installing into; it just asks you to pick a directory. We had no idea when we selected the root of the C drive whether the installation was creating a directory on the C drive or installing all of the files into the root of the C: drive. The installation dialog should actually explain that it will create a Product Name directory and ask the user where to place this directory.

The installation is much like a Mac install where the application directory is not specifically chosen by the person installing, however, Windows users are used to seeing the application directory and path in the dialog for choosing where to install a program. Someone may feel that they have to select either an existing directory or else have to manually create a directory and then run the install.

- (2) In Windows, the program will not run if you select to install into a directory with a long file name such as "Program Files". A generic program icon is used for the shortcut and when you use the shortcut the ProductName.exe cannot be found. If we manually put quotes around the target path then the shortcut would work, but it would still have a generic icon.
- (3) On one Windows 95 and one Windows 98 system, the Autorun kept restarting during a game. In one instance, we started the program, completed the first adventure and had to minimize Autorun dialogs. When we finished the adventure and closed the program there were four instances of Autorun on the taskbar. Choosing Quit on the Autorun did not keep it from restarting. This appeared to happen at various times when the program may have been accessing the CD-ROM.
- (4) The program would not run correctly if we installed from the second CD-ROM drive of a system that had more than CD-ROM drive. The opening movie played fine, but then we got the following error immediately before the main menu displayed:



We were able to run from this point, but suspect that the program might be unstable. If we tried to play from the Autorun menu, then the program does not run and we get the following error:



On another occasion if we reinstalled with the CD in the second drive, the program froze at an hourglass after playing the opening movie and displaying the title. If we reinstalled from the first CD-ROM drive on such a system, the error did not occur. We replicated this on two systems that have two CD-ROM drives.

- (5) The installation is not checking for the version of QuickTime. The Product Name program itself seems to do a sufficient job of this, but normally the installation would check for this. In Windows the program ran in QuickTime 3, although you have QuickTime 4 on the CD-ROM. Is it optimized for QuickTime 4?
- (6) As you noted in your bug list the readme file is not created by the installation although the icon is. We recommend including installation information and system requirements in a readme file that can be opened from the CD-ROM before the installation.
- (7) When the CD-ROM Autoruns starts up, the CleanSweep SmartSweep install monitor also starts up after the product was installed. This is a somewhat popular utility and at least some of your customers may have it and be annoyed at having to close this every time they put your CD-ROM in the drive. You may want the autorun to play only until the installation is done and then an INI file would be set to stop it. Then the customer can use just the program group to run the product from that point on.
- (8) It would be better to have the disk space requirements displayed during the installation.
- (9) The QuickTime 4 installation is set to the Full option, which QuickTime indicates is for QuickTime Pro users and Media creators. Is this option necessary for your product or will the minimal option suffice?

We used this default and then it asked us for a serial number if we already had QuickTime Pro. This appears to be a new thing with the QuickTime installer that we have not seen in previous versions. This could confuse some customers, who will possibly think that they need to purchase QuickTime Pro. I had indicated over

the phone that it might be better if the default should be the "Minimal" option. However, we have determined that this option also asks the person installing for a serial number. We assume that you may have little control of the QuickTime installer, so you may wish to explain in the readme file and your other documentation that a serial number is not needed and that the person installing should just click OK to continue.

- (10) During one install, we clicked on 'Cancel' so that we could create a folder before installing the product; we got an error box telling us that "Installation was not successful. Error#5 Please make sure you have enough free space on your drive and try again."

When we attempted to reinstall after creating a folder, the AutoPlay screen had "Play" and "Uninstall" highlighted and "Install" was grayed out even though we had not completed the previous install.

- (11) The message on the uninstall screen has the word "completely" misspelled as "compleately."

Macintosh

- (1) When installing on a Macintosh, there is no auto install for QuickTime 4. We had to manually install the program. There was also no check either in the installation or the program for QuickTime 4. The program played on the Performa 6400 and Performa 6320CD, which both have System 8.1. On the two G3's and the iMac, which have System 8.5 and 8.6, it would freeze up after just before the title is displayed unless we install QuickTime 4.

Documentation:

- (1) We tested the product on Pentiums 166 MHz systems and although it functioned, the movies were very choppy and it took a long time for the product to perform tasks. We suggest setting the requirements to at least 200 MHz.
- (2) During the opening movie clip and anywhere in the program, if we hit 'ESC' the program exits completely. We realize that this is a Director convention, but normally, in most games, hitting 'ESC' will allow the opening screens to be bypassed so that you can get to the game itself. The use of "ESC" to entirely quit the program should be clearly noted in the documentation and readme file.

Operational Problems General Notes

With the Operational Problems we have tried to organize them according to what operating system they occurred in, however, given the number of errors it was difficult to

check each platform for all errors. In the section Operational Problems Common to Windows and Macintosh: there may be some errors that we did not have time to confirm definitely occurred in both, but given the nature of the error we strongly suspect they occur in both. Also there may be errors, which we found in the Problems in Windows Only section that possibly will occur in Macintosh as well.

Operational Problems Common to Windows and Macintosh:

- (1) We had erratic problems with the opening video that varied from system to system. At the very least it would hang up briefly at one or two different points even on our fastest systems. On some systems it would play like a slide show. This last instance was seen on a 333 Celeron with a 32 speed CD-ROM drive. On one system (a 266 MHz Pentium II), the opening video would sometimes just show the beginning picture and then the last one. At other times on this system it ran smoothly. We cannot determine why this is so. We have tried running it right after restarting the machine with nothing else running and it is still extremely choppy. A few times it stopped playing altogether and then picked up again near the end .
- (2) The buttons and icons on most screens were somewhat slow to become active and there was usually at least a small delay when clicking on them. It appeared that the program was spending much of this delay accessing the CD-ROM and we wonder whether more of the program should actually be installed to the hard drive.
- (3) When saving a game, the text box allows you to type beyond the field. When we pressed return, it did not save the game, but it brought us to the next line on the screen, however, this was not the field for the listing below. These fields should be limited and pressing enter should save the game.
- (4) When loading a game from the load menu, we were able to edit the name of the saved game, yet the revised name would not be saved until we used the "Save" option to go to the Save screen. You probably should not allow editing on the "Load" screen.
- (5) Many times, buttons that do not look as if they can be clicked on are active. We were able to click on Load Adventure, Save Adventure, and Continue Adventure when they were not highlighted.

- (6) In the Load Adventure screen, we were able to chose non-existent games by clicking on the space where the name would have gone. If we tried to load a non-existent game, which a user might do by mistake, we received the following error:



Upon returning to the main menu, we received the same error. We also noted that choosing New Adventure was no longer available. If we tried to click on either Continue, New, or Load, we received the following error:

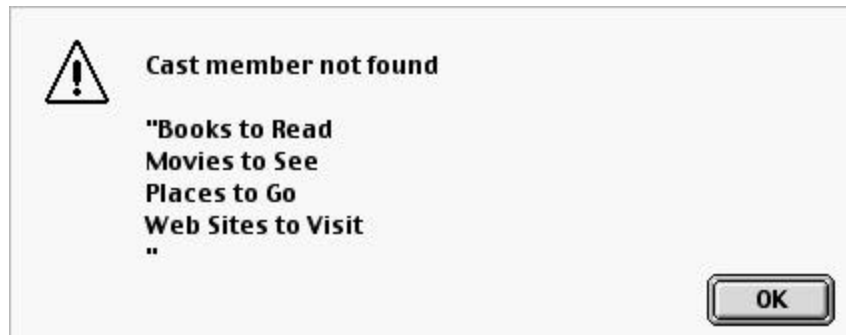


If we clicked on Save, we received the #adventurelist and another error message, and were brought to a Load Game screen with duplicate instances of a non-existent game listed. We had to quit the program to reset the buttons to their original functionality. If we clicked on the Options button after loading a non-existent game we also got various errors.

Chart Room

- (7) On the Chart Room dialog, if we use the Tour button and click on the buttons for ***** we get a file open dialog looking for a jpeg file (usually *****.jpg). We also got a "Frame not defined" error. After we clicked on OK we would get a menu of the parts of the ship, but none of the buttons worked. Clicking on them would display the File Open dialog again with different jpeg file names.

- (8) From the Bibliography in the Chart Room, we could not highlight and click on "Books to Read" so we could not select it from this list. We clicked on "Movies to See" instead and after a long delay we got the following Director error:



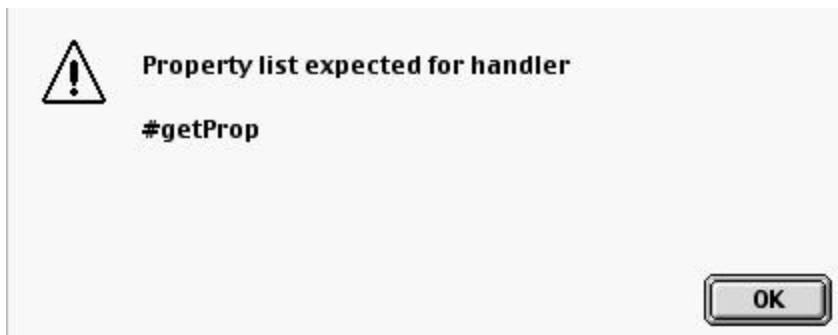
- (9) Often, if we double-clicked on entries in the Chart Room, we would get the message, "Handler not found or not defined."
- (10) We clicked on the Timeline Tab and it showed us a brief timeline from March 27, 1794 to October 5th, 1795. There were arrows that should have allowed us to go up and down on the timeline, but clicking on them had no effect.
- (11) While still on the Timeline, we clicked on the letters on the Left side index. The cursor actually didn't change into a hand unless it was slightly to the right of the letter. When we clicked on the letter 'A' the letter 'b' showed up on the list. These problems replicated on several systems, however, on one system clicking on 'B' and any other letter for that matter showed a letter 'c' on the list window.
- (12) When we went to Tour the *****, we clicked on one of the parts of the ship where the cursor had become a hand icon. An error message came up that send "Cast member not found "fife rails".

Adventures

- (13) In Adventure 3, if we are on the starboard side of the boat and look towards the helm, we can talk to the helmsman. If we were on the port side and looked towards the helm, nobody would be there. In Adventure 5, you must go in the correct direction around the ship to find *****. This is very confusing and frustrating. Also, the characters often do not appear unless you are directly on that location. If you are a space away, you will not see anybody standing there.
- (14) On all systems there were at least one or two instances of characters movements not matching up with their words. This was noted especially in the Adventure 1 with ***** and again in Adventure 4 with the captain. We noted this on our higher-end

machines, and it was more noticeable and occurred with more characters on lower end systems.

- (15) The Medallion and Log buttons did not work on the toolbar when we were in Adventure 2.
- (16) In Adventure 3, once you click on the chart, you are brought to the chart interface. There did not appear to be any way off this screen without either exiting the game or putting in the wrong values and losing the game. It is also not obvious to the user what to do on this screen. There are a number of blue diamonds and we lost every time we clicked on them. We finally realized that we had to enter numbers at the top of the screen.
- (17) In Adventure 4 on the sail puzzle, if you put a piece on the wrong area and then cover it with the correct piece, the wrong piece is lost and you are unable to finish the puzzle.
- (18) In Adventure 4, when we used the saw on the hammocks, there was no confirmation that anything had been done to the hammocks. There was no change or voice to tell us that it had been cut.
- (19) Also in the Sail puzzle, after moving the pieces from their starting box, we found that there was a black square underneath the piece, in the middle of the box. We were able to move the square and place it on the board, and we received the following error message.

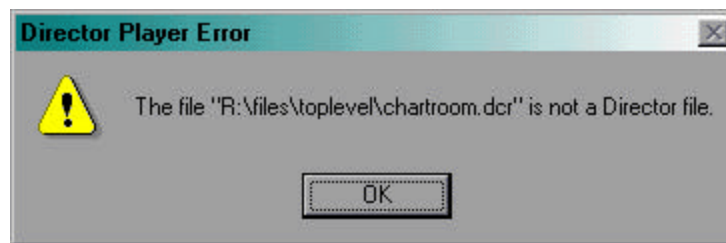


- (20) In Adventure 7, it seems that the order in which the cannon is loaded makes no difference. Any combination of sponging, loading the cartridge, and loading the shot will make the cannon fire correctly.
- (21) In Adventure 7, the cannon can be loaded with a shot multiple times, and still fire correctly. This does not seem to be correct.

- (22) In Adventure 7, after being sunk, the music from the scene continued while we were on the menu screen. We had to click on a button and change adventures to stop it.
- (23) In Adventure 7, if we clicked on the medallion to get to the Chart Room and returned to adventure, the damage would reset to the beginning of the level.

Operational Problems in Windows Only:

- (24) On one Windows 98 system, when we right clicked on the Surgeon's wife in Adventure 1, we got the following error message:



- (25) When we tried to use the Web link it opened the http://www.*****.com/ site in the default browser, but we then got the following error and had to close the Product Name program:

PRODUCTNAME caused an invalid page fault in module CURSOR
ASSET.X32 at 016f:6d104c03.

This replicated on four Windows systems. This occurred with both IE5 and Netscape 4.61 and on at least two systems that had 64 MB of RAM. This did not occur in Macintosh, although we only checked it on one system.

- (26) In Adventure 1, the 2nd movie of ***** giving instructions (which starts "I can tell by the look on your face...") is jerky even on a PII 400. His movements do not match his words.
- (27) Often, (it will be seen in the course of these notes), that director movies could not be found or viewed. Once, in the first adventure, we right clicked on the Manger to get more information about it. Doing so, we got the message "the file F:\files\toplevel\chartroom.dcr is not a director file". This did not replicate when we tried to click on it again.
- (28) The bottom menu does not come up right away or even at all sometimes when the cursor is placed at the bottom of the screen. This should be more responsive to cursor placement.

- (29) In the different adventures we noticed that sound would often cut in and out inexplicably. This may be design choice but it seemed odd that the sounds of a battle for instance might suddenly stop.

First Adventure

- (30) When we went topside in the first adventure, we did not get a speech icon when we placed the icon on *****.
- (31) The cursor does not change on the Taffrail to notify the user that they can climb this to get to the *****. It remains a medallion. We saw this in various instances throughout the game.
- (32) When looking at the ***** , if we read the entry from the Chart Room and scroll down to read the entire entry, when we return to the game, we are automatically placed back on the deck of the ship rather than the location we were originally at.
- (33) We read the Manger entry in the Chart Room and returned to ***** , but he kept on telling us to read the entry. We had the chartbook as well, but there was no change in his speech. He only played the next video after we walked back to the Manger, clicked on it and then returned to him. He still didn't recognize that we had the signal book. We stepped away from him and returned and clicked on him again. He finally played the last video recognizing that we had the book, even though I had not done anything different.
- (34) When we went to pick up the signal flag, the cursor did not change into a hand but remained as a medallion.
- (35) When we clicked on the Midshipman, we got another Cast Member not found error message. We clicked on him again and he played the correct video clip. This error did not replicate.

Adventure 2

- (36) At ***** in Adventure 2, the first time we went in ***** was sitting there and we right-clicked on him to get more information. When we returned from the Chart Room, he was no longer there even though the cursor would still turn into the speech icon. We exited the tavern and returned and he was back.
- (37) In the General Store, we right-clicked on the box of Provisions and always got the message "Cast Member not found #Provisions"
- (38) When we returned from the Chart Room after this error message, the Provisioner started to speak to me even though I had not initiated any conversation. The video

that played was the one that you would get after giving him the money for the first time, but I hadn't and in fact still had the money in my inventory. We did not attempt to buy something, however.

- (39) We went into the General Store after doing all of the rest of the activities and went to buy the provisions to end this adventure. The background did not change and remained as the far away indoor General Store view. Strangely enough, we were still able to move around the game even though the screen did not change. We actually spoke to *****, listened to him tell us not to waste his time, and returned to the General Store. When we went forward again, finally it brought up the close-up of the *****.
- (40) We gave the ***** the prize money and he told us the ship was now stocked. It was not apparent that we still needed to click on the box of provisions to pick them up, so we went back to ***** who still told us not to waste his time. When we went back to the General Store, we could not click on anything. Doing so would cause the ***** to yell at us although no video would play. When I went back to *****, the background froze again from the far away view of the ship although a small close window of ***** was superimposed over it.

Adventure 3

- (41) When we right-clicked on the Seaman to read about *****, when we returned to the adventure, we were behind him again. The same thing occurs if you left-click on him to find out the depth.
- (42) When we threw the chip log into the ship's wake, the length of rope would never end. In fact, it would keep going out eventually telling us that the ship was going 99 knots. After 99 knots, it went back to 90 knots and built up again. Wouldn't the rope finally end at some time? Also, if the user does not know to jot down the speed at the end of the hourglass, they might remain on this screen for a long time, unsure of how to proceed.
- (43) In the Chart Room entry for "compass" there is text that reads "the twelfth century."

Adventure 4

- (44) On the upper deck of the ship, when we placed the icon on the capstan, we got a speech icon.
- (45) It was nearly impossible to figure out how to go down below once on the deck of the ship. If you look at the spot where you came up, you will not get a down arrow cursor. You actually needed to be walking back from the bow of the ship and a space away from the down ladder to go down. We spent nearly 15 minutes before we realized this.

- (46) We had raised the anchor by spinning the capstan 4 times and had just made the sails. When we spoke to the old man, he said that we could not go anywhere since the anchor was still down. I went back to the capstan, clicked on it once, and returned. When I returned, the old man said we had done a good job and we got to the slide show.

Adventure 5

- (47) We looked up Bosun in the Chart Room and then clicked on the cross-reference for Cat'o'Nine tails. It brought up the entry for flogging instead.
- (48) In this adventure, if we go down below into the hold of the ship, we get stuck in a loop in which every move we make brings us back to the stairs. We would have to shut down and restart the game to end this loop.
- (49) The old man will offer us the map again and again even after he has already given it to us.
- (50) The old man gave us the map and we right-clicked on it for more information. When we returned to the adventure, he was no longer there but returned after we visited the Bosun.
- (51) During the Bosun's speech, we hit space to skip to the next screen. When we did so, we got "Property not found #flagtaken. After this happened, we somehow ended up on the gundeck of another ship.
- (52) We spoke to the ***** and right after his speech, we got the message "Cast member not found #foresail". On the next screen that came up, we got error messages, like the one in the screen capture below, whenever we clicked on any sail or on the rudder.



We could not get this to ever work on one Windows 98 computer, but it did work fine on others.

- (53) Once in the ***** interface, there did not appear to be anyway to exit and change the orders for the ship. It turned out that the GO and EXIT buttons were still active underneath this screen. When we chose the correct orders, we would click on GO

and see the ships move, but no results were given. We had no idea if we were succeeding or not.

Adventure 6

- (54) We got a "Cast Member not found" error message when we right-clicked on the Weevil. We were able to look Weevil up in the Chart Room, however.
- (55) Since the cursor does not change for the bottle of Anise, how would the user ever know to use it with the Weevil? Also, when you use the Weevil on the bottle of Anise, there is no indication that anything has changed. There should be some indication when a correct choice is made. The same thing occurs in Adventure 4 when you use the saw on the hammocks. We did not know the rope had been cut since graphically it was still shown.
- (56) In one game, before speaking to the *****, we were able to pick up the Bible, which appears to have no function in the game. In another game, after speaking to the Purser, we were not able to pick up the Bible, even though the cursor did change into a hand icon.

Adventure 7

- (57) Once, after being blown up, we got this message: "The file D:\files\toplevel\mm.dcr is not a director file." followed by "Property not found #activeDeck" and then "Property not found #gamelogic".

Adventure 8

- (58) The videos were very choppy on a Celeron 333 with 32Mb of RAM.
- (59) We went down to get the barrel of grog and right-clicked on the barrel to get more information since there was a medallion icon present. We got stuck in a loop in which clicking on 'Return to adventure' would just bring us back to the Chart Room. We had to shutdown and restart the game.
- (60) We noticed that the get icon is not consistent. On the berth deck, we got a full hand when we attempted to pick up the barrel and a pointing finger when we attempted to pick up the bucket.
- (61) When we right-clicked on the MOA, we got the Cast Member not found message.
- (62) We attempted to launch the program on one Windows 98 machine and got static from the speakers, followed by this message "PRODUCTNAME has caused a stack

fault in module KERNEL32.DLL at 017f:bff724c1". This was replicable until we restarted the machine.

- (63) After winning the game, 5 certificates print out without any warning to the user. What happens if the user does not have a printer? Shouldn't a warning come up, or at least ask the user if they want to print these out?
- (64) It printed out 5 blank pages to the HP LaserJet 4000 and a HP LaserJet 2100 that were using PCL drivers. We changed the drivers to PostScript drivers and then they would print out normally.
- (65) Once we unlocked where the magazine was kept, the fuse just lit by itself. In a later game, we turned to the left and had a conversation with Nehemiah Marks in which he lights the fuse. This conversation should automatically start regardless of whether or not you turn to the left so that you know how and why the fuse was lit.
- (66) At the end of the game with the "bad ending" when the magazine was supposed to explode, we got the message, "Cast member name expected "buck3", but then the final shot of the ship sinking did appear.
- (67) The game just ends after the good or bad ending instead of returning to the main menu or displaying the credits.

Options

- (68) On the Options screen, you are supposed to be able to change the volume settings. This does not occur immediately but happens when you continue the game. We muted the sounds on this screen and went back to the game and the sounds were indeed gone. When we went back to the options screen, even though the sound had been muted, the volume sliders were both set to the maximum level.

Operational Problems in Macintosh Only:

Most of our testing was done using the G3 and iMac systems, which have System 8.5 and 8.6. We did limited testing of the product in System 8.1 on the Performa 6400 and the Performa 6320CD.

- (1) The Play button on the Autorun screen does not work. It closes the Autorun screen, but that is all.

- (2) On one of the G3 systems we got the following error immediately after the movie of ***** started to play in the beginning slide show:

```
Property not found
#movieTime
```

The system had to be rebooted.

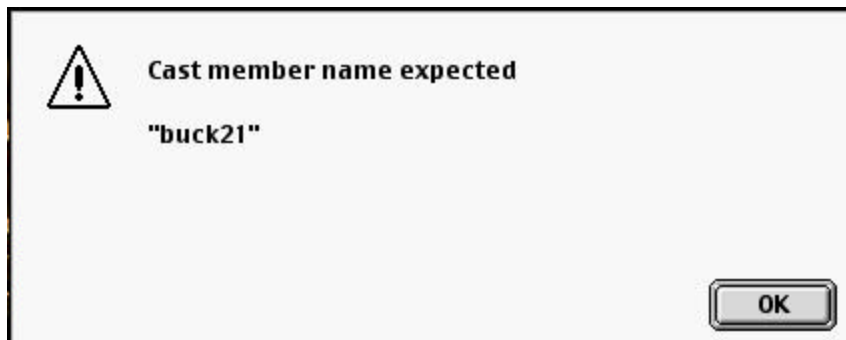
- (3) The sound controls do not seem to function correctly. We tried to turn all the volume off, but were unable to do so. We put the sliders all the way at the end, and the music and speech still played. When we went to check it again, the sliders were at their previous levels.
- (4) Loading a game did not work at first on two systems. We were able to save games, but when we tried to load nothing happened. After we had used the product a while the ability to load games returned.
- (5) The program functioned running on the Performa 6320CD, which has 120mhz speed and System 8.1, however, the videos were choppy, the sound was not correctly aligned, and the overall gameplay was very slow and lagged. This system only had 256 colors, which is, of course, below the minimum requirements.
- (6) In adventure 1, ***** says that to access the Chart room on a Mac, hold down option and click the mouse button. This does not work, but holding down control and clicking allows access to the chart room.
- (7) In adventure 1, we found that if we put the wrong flags up and chose New Adventure when restarting, we were brought back to the mast that we last put a flag up on.
- (8) In adventure 1, we encountered a Fatal Error during the first interaction with *****.
- We were unable to replicate this problem.

- (9) When talking to Harris after recovering the signal book, we received the following No Property Errors.



These did not replicate.

- (10) If the guard at the hammocks captured us, we had to start a new game. After choosing New Adventure, we were started in the middle gun deck of the Declaration, and we were not able to leave that deck. We saw this in Macintosh, but suspect that this problem may occur in Windows as well.
- (11) When the barrels were just about to explode at the end, after the fuse was lit, we received the following error message.



This happened twice on the G3 Minitower and then we couldn't replicate it. A similar error occurred in Windows.

- (12) The following characters disappeared from time to time. We were unable to get them to replicate on a regular basis. We were still able to get the videos to play, and sound was heard, as the areas where they would have been were still active for clicking on. **** CHARACTER LIST DELETED ****

Interface and Other Issues:

- (1) During the testing we experienced a number of problems navigating the interface, which became less of an issue as we worked with it, however, we still feel that this could be made easier.
- (a) An hourglass is definitely needed to notify the user that something is actually happening after they click on it. They were many times, especially in the Chart Room, where after clicking on a word from an entry, there would appear to be no activity and we wouldn't be sure if the program had crashed or not. We would then click on an item again. Doing so would often give us a Director error that said the "Handler was not defined."
- Other times clicking with the mouse seems to do nothing to navigate the interface with the right, forward and left mouser cursors. We are not sure if the click did not register or if the system is doing something. If the system is doing something then an hourglass should be displayed. These delays were noted on all systems.
- (b) Using the mouse for primary navigation can be awkward. Sometimes the mouse pointer might change as we clicked on it to go in a particular direction. Say for instance we had the right mouse cursor and as we clicked mouse moved slightly changing the direction mouse cursor to forward. Would it possibly be more practical for the user to press arrow keys instead?
- (c) I may help to at least limit the number of mouse clicks that are registered to maybe something like four so as to prevent users from getting lost by making several clicks while accidentally moving the direction of the mouse. An example of this would be where the user is trying to move forward 8 clicks, but say moves his mouse sideways on the fifth and sixth click and then turns before going the 8 steps forward.
- (2) The opening credits by **** depict the **** trademark as TM, while the closing credits depict it as (R). Should these be the same?
- (3) We found that if we pressed the number keys, we could skip to the adventure that corresponded with it. You may want to disable this feature in the final product or else make it a more extensive keystroke.

- (4) In the "*****" clicking on a hatch or an indexed item brings you back to the Chart Room, but if you try to click on "*****," you go back to the tour. We then realized that moving the mouse to the bottom brought up a different set of options, one of which was to "End Tour." You may either want to disable the ***** during the tour or else display dialog that explains how to exit the "Tour" screen.
- (5) If there are only two areas in the Help area, then why have "Previous" and "Next" buttons. Why not just have Page 1 or Page 2 buttons. Clicking on "Next" brings you to page two and then back to page one.
- (6) With many of the adventures, it is not apparent what you are supposed to do in the adventure.
 - (a) In Adventure 3 for instance, there are things that you find such as the Chip Log and Sextant and you can look these up, but no characters give you any advice as to what to do with them. Without the cheat sheet, we never would have thrown the chip log into the wake behind the ship.
 - (b) In Adventure 5 after you speak to ***** and have the map you go to the ***** and make choices for the ship. If we did not have the directions, we would NEVER have gotten past this section. It is not made clear that you would choose rudder and sail changes and then click on your map to see the effect. In fact, there was no indication of what we should do on the sail interface screen.
 - (c) In Adventure 8, we didn't understand why we would drop a barrel of grog on the fire near *****. It seemed more logical to use the bucket full of water, but the game would not allow this. Once again, without the guide, we never would have done this, especially since the Chart Room entry for ***** says that this would be dangerous to do.

Perhaps some of these things are explained with the documentation the customer is getting. However, without knowing what the customer has, we feel that the user may need a bit more prompting to be able to get through this game.

- (7) In Adventure 6, we really don't know why we would tell ***** to go to Ragged Island. The different characters all mention different areas and no one area is ever really confirmed.
- (8) There was a great deal of difficulty sinking the ship in Adventure 7, and we wonder if some aspects of the game logic need to be changed here:
 - (a) The cursor does not change into a medallion to tell you the differences among the different types of shot available. This was very important because different pieces of shot were used for different effects in sea battles.

- (b) It was not made obvious that you could load two cannon balls into the cannon at one time. Without the guide, we would never have done this.
- (c) There is no mention made by anybody that the cannon could be clicked on to change the trajectory. We found this completely by accident.
- (d) Also, it took some time to figure out how to blow up the French ship. Sometimes it would seem that we would get good shots off and still only cause minimal damage and the French would get 5 good shots and sink our ship.