

# FINAL REPORT

## UX CAPSTONE

Author: T. Pinto



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# INTRODUCTION

## FINAL REPORT

### THE PROBLEM

Players of the Warhammer Kill Team tabletop game have limited possibilities to quickly build a command roster or Kill Team list that can be used during a match. Currently most users will either write down their command roster on paper or use the official Warhammer Community website. The website has not been updated in years and does not contain all the new options that were added with the release of two additional expansions ( [Kill Team Commanders](#) and [Kill Team Elites](#)). The website also has problems when exporting command rosters and Kill Team lists. Keeping track of all your units on paper can get very messy and cumbersome due to the size of some squads.

### TARGET USER POPULATION

The app I will be designing is meant to help players of the Warhammer Kill Team tabletop game. These users play Kill Team on a regular basis at different locations, at least once a week. Ages can vary a lot but I want to focus on players between 20 and 35 years old. These players have the funds and time to play Warhammer Kill Team in their free time and are the users that could really use my app.

## SYSTEM GOALS

My system (app) is meant to make creating and organizing command rosters and Kill Team lists for Warhammer Kill Team easier for users. Users will be able to:

- Create, edit and delete command rosters
- Create, edit and delete Kill Teams
- Have access to all the new options that were added with the Kill Team Commanders and Kill Team Elites expansions.
- Keep track of campaign resources
- Share their command roster with friends
- Share their Kill Team lists with friends
- Have offline access to their command rosters
- Have offline access to their Kill Team lists
- Eliminate the use of paper lists
- Make Command rosters or Kill Team lists fast

# R&D METHODS

## FINAL REPORT

### INTERVIEWS

To learn more about the users of my system I conducted multiple interviews. The participants I recruited had to meet the following criteria:

- Plays Warhammer Kill Team at least twice a month.
- Needs to understand how to create a command roster or Kill Team list.
- Are between ages 20 and 35 years old.
- Need to have experience in using a mobile app.

I recruited these participants from my own social network and picked five people to interview. Key questions I wanted answered were:

- How do Warhammer Kill Team players currently create command rosters and Kill Team lists?
- What problems do Warhammer Kill Team players face when trying to create command rosters and Kill Team lists?
- What activities inform how and why Warhammer Kill Team players create command rosters and Kill Team lists the way they do?

## USER TEST

The goal of my user test was to answer the following questions:

- Can Warhammer Kill Team players use the app to plan their command rosters and Kill Team lists?
- What problems do the Warhammer Kill Team users encounter when trying to use the app to plan their command rosters and Kill Team lists?

The principal audience for this user test were Warhammer Kill Team players. I also wanted to test new players that have never created a command roster or Kill Team list. So I defined the criteria as:

- Has played Warhammer Kill Team at least once in the past three months
- Has never created a command roster or Kill Team list before

Within this population, I was interested in certain diversity criteria, in order to gain insight into how different types of users will experience the app. I recruited participants who differ along two dimensions:

- List preferences

- Standard command roster
- Complex command roster (multiple commanders, specialized wargear, etc.)

- Frequency of play

- Plays between 1 - 3 matches a month.
- Plays 4 or more matches a month.

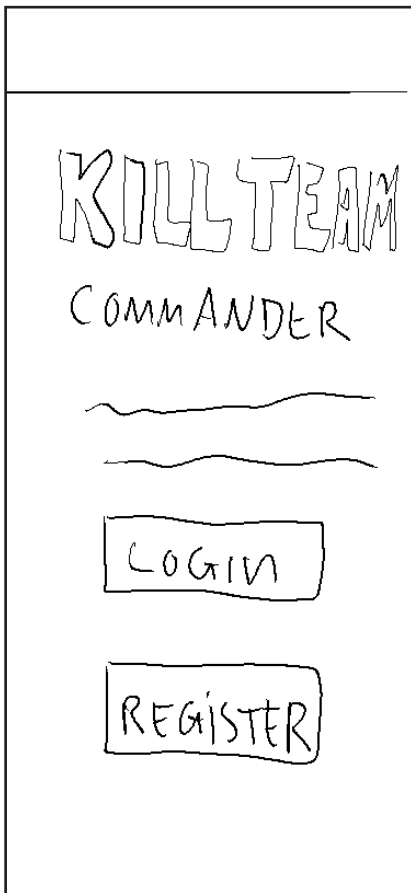
## PRE-TEST INTERVIEW

The goal of the pre-test interview is to characterize the participants' Warhammer Kill team experience.

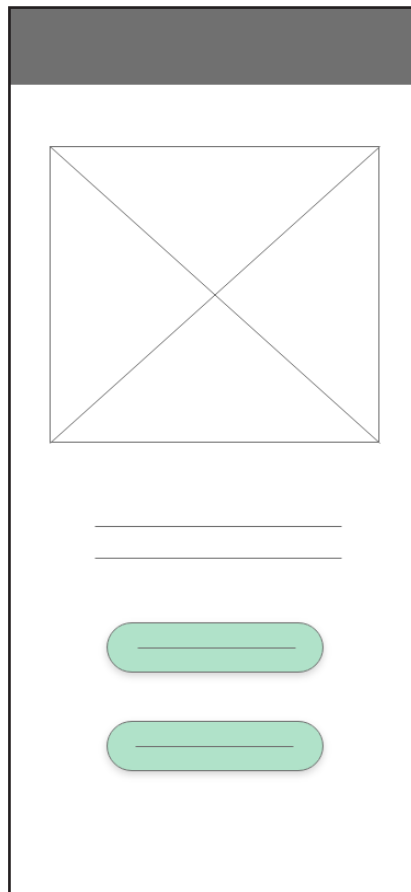
1. Have you ever used the KT app before?
2. Tell me about your last Warhammer Kill Team match. What do you usually use to create a command roster or Kill Team list? Have you ever experienced any problems with the method you use?
3. What information is most important when you are creating a command roster or Kill Team list?
4. How often do you play Warhammer Kill Team?
5. Where do you play Warhammer Kill Team?

## DESIGN METHODS

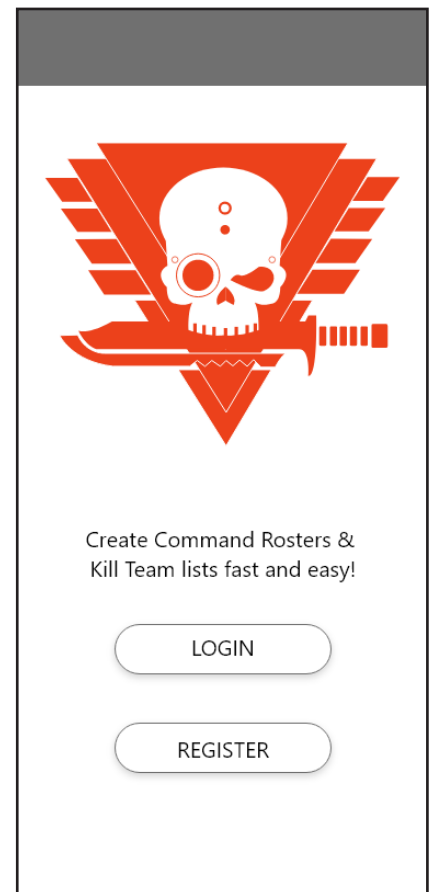
Using iterative design methods I started with sketching many different ideas. After the sketching phase I selected the designs that would work best for my system. This resulted in different low fidelity prototypes. To create the medium fidelity prototype I started designing in Adobe XD. In this phase not much time was spent on details. I did experiment with some different looks.



SKETCH



WIREFRAME/ LOW  
FIDELITY  
PROTOTYPE



MEDIUM FIDELITY  
PROTOTYPE

# USER NEEDS ANALYSIS FINAL REPORT

## USER NEEDS

After conducting interviews with five different players it was really clear to see what the biggest problems were. Currently most Warhammer Kill Team players either use pen and paper to create command rosters and Kill Team lists, or use the Warhammer Community website.

The problem with using pen and paper is that you have to carry around a bunch of paper sheets. These also clutter the table that you are playing on. Having something more compact, that organizes all your lists would be a great improvement.

*“Our lists are always on paper. I did not really know there are other methods to make lists. We have a binder with all our different lists. This can be a bit annoying though. Dragging the binder around is a hassle.” - Participant 2*

Another huge problem is the fact that the Warhammer Community website’s list generator has not been updated with all the new wargear that was introduced with two brand new expansions. The export function also seems to be bugged at times.

*“I make my lists on the warhammer community website. I don’t like to do it on pen and paper, because this causes so much clutter. The website has many problems. Sometimes the export function does not work and certain weapons and other stuff is missing. It has not be updated in a while.” - Participant 5*



Participants were very vocal about the following user needs:

- Making a command roster or Kill Team list should not take longer than 30 minutes.
- Our system needs to have the latest rules incorporated to offer players a complete package of options for their squads.
- Users want to have access to all their lists at all time.
- My system should offer users the option to export their command rosters and Kill Team lists.
- Users want to be able to share their command rosters and Kill Team lists with friends.

## CURRENT PRACTICES

- It takes users between 15 and 30 minutes to make a command roster or Kill Team list.
- Users mostly use pen and paper because the Warhammer Community website does not function properly.
- The Warhammer Community website is lacking crucial information from the Kill Team Commanders and Elites expansions.

## FUNCTIONAL REQUIREMENTS

- System needs to be accessible online and offline.
- Command rosters and Kill Team lists need to be shareable.
- System needs to be able to save a large number of command rosters and Kill Team lists.
- Users need to be able to save, edit and delete command rosters and Kill Team lists.
- System needs an export function.

## CONSTRAINTS

- System will be available as an app only.

# COMPETITIVE ANALYSIS

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### COMPETITIVE ANALYSIS

The only competitors my system will have are:

1. The Warhammer Community website.
2. Traditional use of pen and paper to create command rosters and Kill Team lists.

FACTOR	MY APP	STRENGTH	WEAKNESS	WC WEBSITE	PEN & PAPER
quality	good	updated regularly	1 man team	good	good
stability	good	regular bugfixes	1 man team	good	---
reliability	good	regular bugfixes	1 man team	no regular bugfixes	good
appearance	good	organized	---	good	bad
options	good	updated regularly	1 man team	not updated regularly	good

# DESIGN GOALS

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### DESIGN GOALS

Based on the interviews and user tests my system is meant to make creating and organizing command rosters and Kill Team lists for Warhammer Kill Team easier for users. Users will be able to:

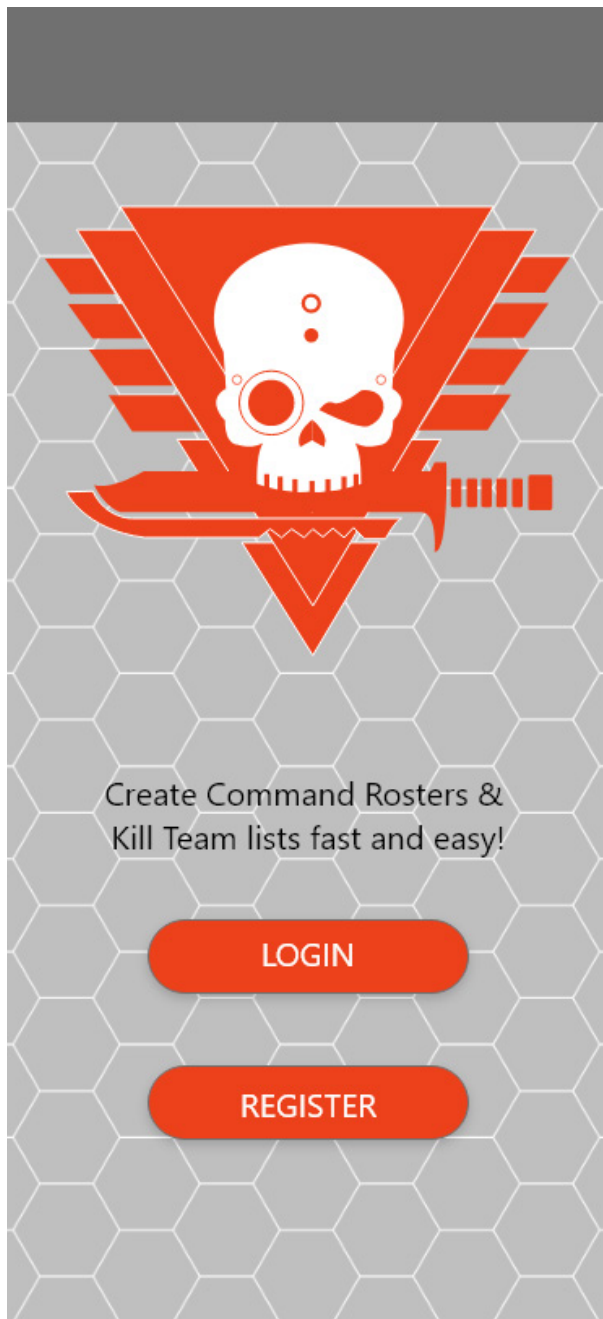
- Create, edit and delete command rosters
- Create, edit and delete Kill Teams
- Have access to all the new options that were added with the Kill Team Commanders and Kill Team Elites expansions.
- Keep track of campaign resources
- Share their command roster and Kill Team lists with friends
- Have offline access to their command rosters
- Have offline access to their Kill Team lists
- Eliminate the use of paper lists
- Make Command rosters or Kill Team lists fast

# PROTOTYPE

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### PROTOTYPE

Here you will find screenshots of all the key task users can perform with the KT app. You will get a general idea of the layout, information and navigation architecture, as well as the look and feel of my system. Task flow illustration will show you numerous key task in action.



HOME SCREEN



LOGIN SCREEN



The Register Screen features a dark gray header bar at the top. The main background is a light gray with a repeating hexagonal pattern. Four white rectangular input fields are stacked vertically, each with a thin black border. The labels 'user name', 'email address', 'repeat email address', and 'password' are centered within their respective fields. At the bottom, there are two rounded buttons: an orange 'SAVE' button and a dark gray 'CANCEL' button.

user name


email address

repeat email address

password

SAVE CANCEL

REGISTER SCREEN



The List Screen has a dark gray header bar. The background is a light gray with a repeating hexagonal pattern. It is divided into two sections by a solid orange horizontal line. The top section contains the text 'Make, edit or delete a command roster.' followed by an orange rounded button labeled 'COMMAND ROSTERS'. The bottom section contains the text 'Make, edit or delete a Kill Team list.' followed by an orange rounded button labeled 'KILL TEAM LISTS'.

Make, edit or delete a  
command roster.

COMMAND ROSTERS

---

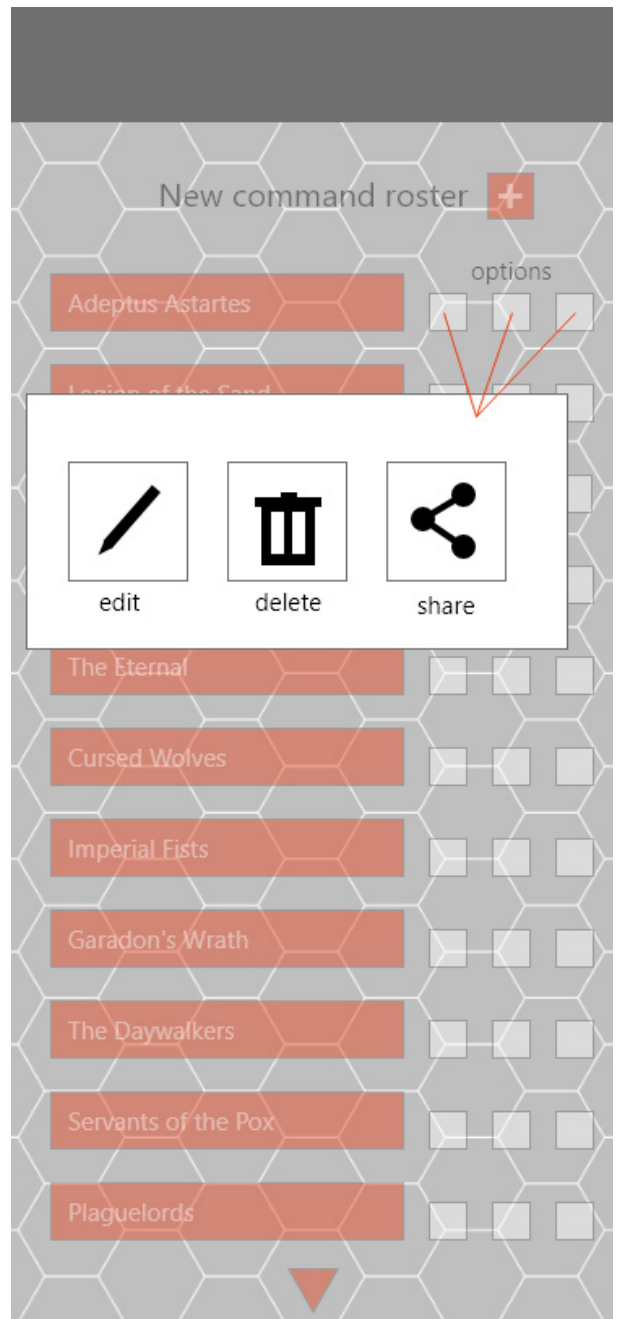
Make, edit or delete a  
Kill Team list.

KILL TEAM LISTS

LIST SCREEN



LIST OVERVIEW



OPTIONS

Squad member

unit type ▼

name

select demeanor ▼

select specialization ▼

Level & abilities:

1 2 3 4

Resourceful

select wargear ▼

Other wargear:

☐ Power Fist  
☐ Power Sword  
☐ Thunder Hammer  
☐ Chainsword

SQUAD SCREEN

Squad member

select unit ▼

Garadon

Ferocious

Leader

Level & abilities:

1 2

Resourceful

Bolt Rifle ▼

Other wargear:

☒ Power Fist  
☐ Power Sword  
☐ Thunder Hammer  
☐ Chainsword

select unit X

Scout

Tactical Marine

Reiver

Intercessor

Infiltrator

Surpressor

Eliminator

Incursor

Terminator

Veteran

SQUAD SCREEN



### Squad member

Intercessor Sergeant

Garadon

Ferocious

Leader

Level & abilities:

1

2

3

4

Resourceful

Bolt Rifle

Other wargear:

☒ Power Fist

☐ Power Sword

☐ Thunder Hammer

☐ Chainsword

SQUAD SCREEN

### Command Roster

select faction

roster name

select background

select mission

select squad quirk

select sub-faction

select commander (optional)

add squad member

COMMAND ROSTER

Command Roster

Adeptus Astartes

Garadon's Wrath

Oath Sworn

Hold the Line

Merciless

Imperial Fists

select commander (optional)

add squad member

+

COMMAND ROSTER

Campaign data

select experience

convalescence

new recruit

options

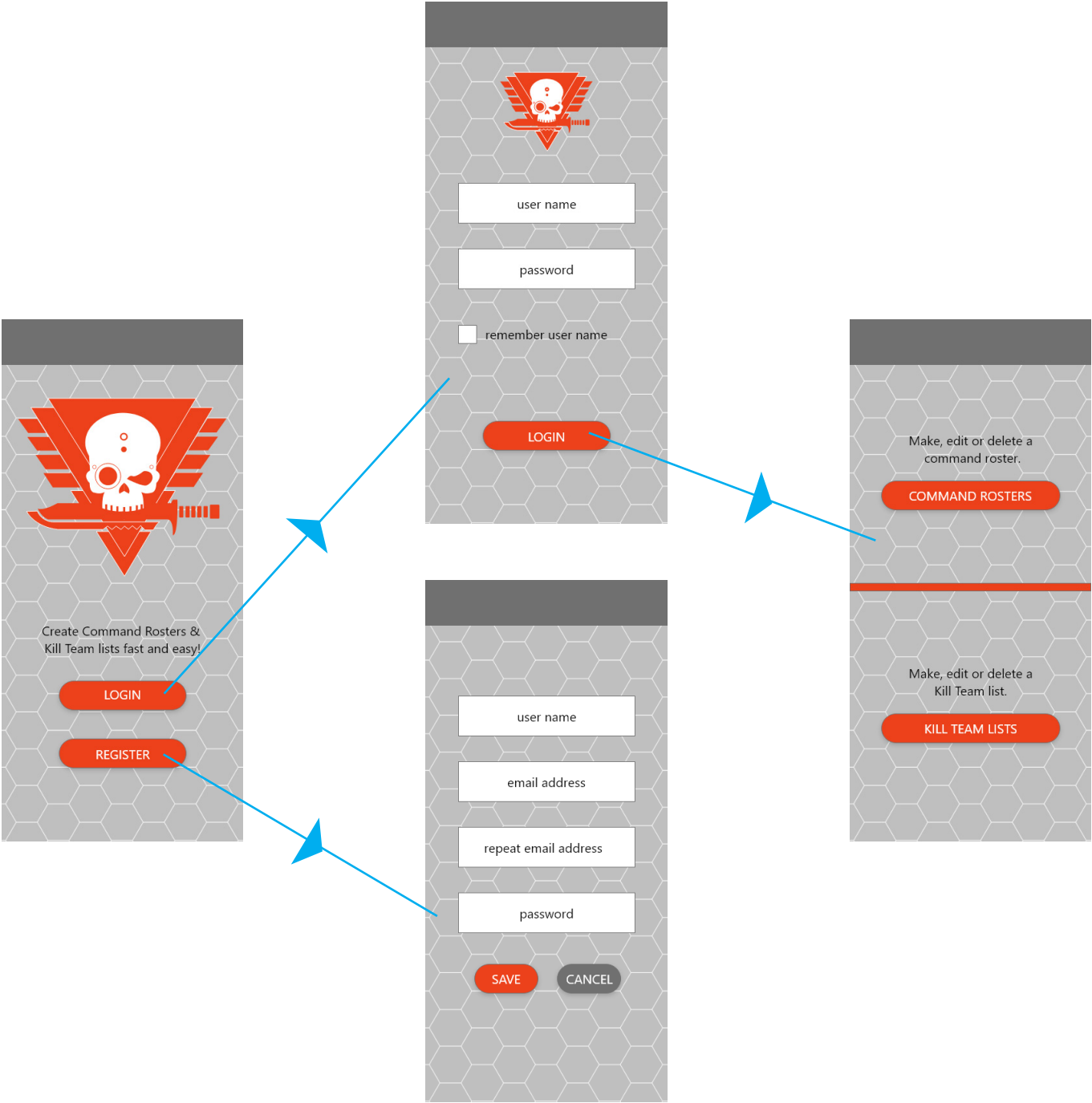
TOTAL: 125 POINTS

SAVE

CANCEL

SAVE LIST

TASK FLOW - LOGIN - REGISTER



## TASK FLOW - FILL IN COMMAND ROSTER



## TASK FLOW - SAVE COMMAND ROSTER



# FINAL USABILITY TEST FINAL REPORT

## TEST GOALS

The goal of this final usability test is to answer the questions:

- Can Warhammer Kill Team players use the app to plan their command rosters and Kill Team lists?
- What problems do the Warhammer Kill Team users encounter when trying to use the app to plan their command rosters and Kill Team lists?

## PARTICIPANTS

The participants for the final usability test are all passionate Warhammer Kill Team players that I recruited from my own social network. Many of the participants are people I played against myself at the local Games Workshop store, or are actual friends that I play Warhammer Kill Team with.

Part of the participants were actually brand new players that have never created a command roster or Kill Team list themselves.

## TEST PROCESS

My prototype was tested in person. I used my smartphone to record the final usability test and analyzed the data by creating a simple spreadsheet.

## PRE-TEST INTERVIEW

The goal of the pre-test interview is to characterize the participants' Warhammer Kill team experience.

1. Have you ever used the KT app before?
2. Tell me about your last Warhammer Kill Team match. What do you usually use to create a command roster or Kill Team list? Have you ever experienced any problems with the method you use?
3. What information is most important when you are creating a command roster or Kill Team list?
4. How often do you play Warhammer Kill Team?
5. Where do you play Warhammer Kill Team?

## DEBRIEFING GUIDELINES

The focus of the debrief is to walk through any problems that were encountered during the tasks (question #1) If any time remains afterwards, ask higher-level questions 2-5.

1. Review parts of the test where the user struggled:  
What difficulties did you have on ---? I noticed you struggled with ---, can you tell me what happened? You paused here, tell me more about that.
2. Preferences: What did you think of the test? What did you like/ dislike? Which parts of this page are most/ least important to you?
3. Changes: If you had 3 wishes to make this better for you, what would they be? Why?
4. Understanding: How would you describe this to a friend?
5. Use Cases: Under what circumstances would you use this? Why?

## TASKS

Participants of the final usability test were asked to perform the following tasks:

### Task 1

You want to start playing Warhammer Kill Team and bought a couple of miniatures. Now it's time to create your very first command roster. Start of by using the KT app to register a new account. **Success criteria\*\*:** [register a new account](#).

### Task 2

Create a T'au Empire Kill Team that costs no more than 100 points. Give your Kill Team a name and save the list. **Success criteria\*\*:** [Create a T'au Empire Kill Team that costs no more than 100 points, name it and save the list](#).

### Task 3

Open the T'au Empire Kill Team list that you made earlier and select the edit function. Assign the following specializations to four different units:

1. Leader
2. Comms
3. Sniper
4. Demolition

**Success criteria\*\*:** [Assign specializations to four different units](#).

### Task 4

Create an Adeptes Astartes command roster, name your roster, select a background, select a mission and select a squad quirk. Now select the Salamanders sub-faction and add a Primaris Captain as the Commander for your squad.

Add the following squad members:

1. Three Intercessor units
2. Two Reiver units

Give one of the Reiver units the "Ferocious" demeanor and the "Combat" specialization. Save your command roster and exit.

**Success criteria\*\*:** [Create a complete Adeptes Astartes C.R. With a Primaris Captain, 3 Intercessors and 2 Reivers](#).

### Task 5

Select the Adeptes Astartes command roster you made earlier.

Edit the command roster and delete one of the Reiver units.

Export the new version of the roster and use the share option to share it with a friend afterwards. **Success criteria\*\*:** [Edit, export and share](#).



## POST-TEST QUESTIONNAIRE

For the post-test questionnaire, I administered the standard SUS questionnaire on paper.

Answer the following questions based on the scale of 1 -5 where 1 is strongly disagree and 5 is strongly agree

1. I think that I would like to use this system frequently 1 2 3 4 5
2. I found the system unnecessarily complex 1 2 3 4 5
3. I thought the system was easy to use 1 2 3 4 5
4. I think that I would need the support of a technical person to be able to use this system 1 2 3 4 5
5. I found the various functions in this system were well integrated 1 2 3 4 5
6. I thought there was too much inconsistency in this system 1 2 3 4 5
7. I would imagine that most people would learn to use this system very quickly 1 2 3 4 5
8. I found the system very cumbersome to use 1 2 3 4 5
9. I felt confident using the system 1 2 3 4 5
10. I needed to learn a lot of things before I could get going with this system. 1 2 3 4 5

## SUS SCORES

- Participant 1: 10, 10, 5, 10, 7.5, 10, 7.5, 2.5, 7.5, 10 = 80
- Participant 2: 10, 10, 7.5, 10, 5, 5, 10, 10, 5, 7.5 = 80
- Participant 3: 7.5, 7.5, 10, 10, 10, 5, 7.5, 10, 7.5, 7.5 = 82,5
- Participant 4: 5, 5, 7.5, 7.5, 7.5, 7.5, 10, 7.5, 2.5, 2.5 = 62,5
- Participant 5: 7.5, 10, 10, 7.5, 7.5, 7.5, 7.5, 10, 10, 7.5 = 85
- Participant 6: 7.5, 10, 7.5, 7.5, 10, 10, 5, 5, 7.5, 5 = 75
- Participant 7: 2.5, 10, 5, 7.5, 7.5, 10, 10, 5, 10, 5 = 72,5
- Participant 8: 10, 10, 10, 10, 7.5, 10, 5, 10, 10, 7.5 = 90
- Participant 9: 5, 5, 7.5, 10, 7.5, 10, 7.5, 10, 5, 10 = 77,5
- Participant 10: 10, 5, 5, 7.5, 5, 10, 5, 10, 2,5 = 60

A SUS score of 74 has higher perceived usability than 70% of all products tested. It can be interpreted as a grade of a B-. You would need to score above an 80.3 to get an A (the top 10% of scores). This is also the point where users are more likely to be recommending the product to a friend.

## TASK RESULTS

Out of all ten participants two could not complete Task 4 successfully. They both got stuck on selecting the “Ferocious” demeanor. All the other tasks were completed successfully by all participants.

I believe that the final usability test proved that both questions were answered.

- Can Warhammer Kill Team players use the app to plan their command rosters and Kill Team lists?
- What problems do the Warhammer Kill Team users encounter when trying to use the app to plan their command rosters and Kill Team lists?

New and veteran players are able to create command rosters and Kill Team list with ease and also within 30 minutes.

## DEBRIEF

I debriefed the two participants that struggled with task 4 and this is what they said:

### Participant 3

What difficulties did you have on Task 4? I noticed you struggled with selecting the Ferocious demeanor for one of the Reiver units. can you tell me what happened? You paused here, tell me more about that.

*It was not clear to me that I had to select a dropdown menu to pick the Ferocious demeanor. The many options were kind of overwhelming. This was also the first time I made my own Kill Team list, so I kind of misread the options.*

### Participant 9

What difficulties did you have on Task 4? I noticed you struggled with selecting the Ferocious demeanor for one of the Reiver units. can you tell me what happened? You paused here, tell me more about that.

*I didn't understand what a demeanor was. I thought I had to select it from the squad quirks, so I couldn't find it. I decided to skip that part of the task.*

## KEYFINDING

**Keyfinding:** The different options behind drop down menu's can be a bit hard to find.

Two out of ten users had trouble finding the “ferocious” demeanor selection option during the final usability test.

Recommendation: Use a checkmark system to show the users different selection options. This should improve the visibility of the options compared to a dropdown menu.

# NEXT STEPS FINAL REPORT

## NEXT STEPS

I am not planning to continue this product in the near future because I lack the technical knowledge and funding to actually develop the app myself.

I will contact Games Workshop and ask them what they think about my idea. We might be able to bring the KT app to life together.

# APPENDIX

## FINAL REPORT

## APPENDIX - PERSONAS

### RAPHAEL

#### Demographics

Age: 21 years

Occupation: Graphic Designer

Location: Groningen, GR

Life stage: Single

#### Motivators

- Wants to become a better Kill team player.
- Novelty: Needs information bundled. Looking through three different rulebooks is cumbersome.
- Social contact: Raphael is social and loves that aspect of playing Warhammer Kill Team.

#### Constraints

- Raphael works a lot of overtime and can't spend too much time on his hobby.
- Medium technical literacy



### LUCY

#### Demographics

Age: 30 years

Occupation: UX Designer

Location: Amsterdam, NH

Life stage: In a relationship

#### Motivators

- Wants to teach other people to play Warhammer Kill Team.
- Novelty: Does not like wasting paper and prefers digital media.
- Social contact: Uses videogames, boardgames and tabletop games to hang out with friends and meet new people.

#### Constraints

- Lucy can only meet up to play once every two weeks.
- High technical literacy



## APPENDIX - SCENARIOS

**Raphael** is a huge fan that breaths, eats and sleeps Warhammer Kill Team. Unfortunately he has to work a lot of overtime. He tries to spend every free moment he has on his favorite tabletop game.

Every week Raphael meets up with a couple of friends to play Warhammer Kill Team. This is usually at the Local Games Workshop store in Groningen or at his best friends house. Being a last minute type of guy, he discovers he forgot to bring a couple of units to game night. Time to create a quick Kill Team list for the miniatures he actually brought with him. He has about 30 minutes and uses the app to easily get a list ready, so he will not lose face to his friends. They would surely tease him all night long if they found out he forgot stuff again.

**Lucy** loves hanging out with friends to play some Warhammer Kill Team. Unfortunately she lacks a lot of free time. Lucy uses her daily commute time to learn more about Warhammer Kill Team strategies and loves creating command rosters and Kill Team lists during her commute. It takes her approximately 45 minutes to travel between work and the office.

She uses the app to create two simple new Kill Teams she would love to try out in tonight's matches. The miniatures have been painted last week, so all she needs to do is to create the actual lists. To impress her best friend she wants to share her lists with the built-in option in the app. Lucy is really looking forward to her friends reaction.