



Game Evaluation and Testing

Project 5

Due date: Sunday, February 26th



Introduction

- Fifth and final in a series of related projects
 - Goal is to test and evaluate prototype
- Focuses on
 - Testing game for bugs, errors
 - Critiquing game for game play



Motivation

- Many of us have played the game
 - that crashed every five minutes (bugs)
 - with the impossible level (level design)
 - with obvious dominant strategy (game play)
 - with painfully clunky interface (HCI)
- Testing can reveal. But many times more issues than time
 - Must prioritize what to fix based on factors
 - Most important to fix
 - Easiest to fix
- Testing, balancing, and prioritizing



Overview

- Work in same group
- Evaluate and test another group's prototype
 - First, judging how well met design goals as described in their original documentation
 - Second, you will be documenting the bugs that you find in the prototype
 - Prioritizing based on importance
 - (Note, may be useful for quick fix before pitch)



Details (1 of 2)

- Randomly assigned other group
 - Different than one in proj 1
- Given project (.gm6) and treatment (proj1)
- Compare final prototype to treatment
- Write short *statement* (200 to 500 words) on how well prototype exhibits the potential of the design goals in the treatment
 - Understanding prototype is only a demo
 - Be forthright, no bearing on their grade
 - Qualitative assessment, as well as positive feedback, is also encouraged.



Details (2 of 2)

- *Bug list*, document as many bugs as you find
- For each bug
 - Give it a descriptive title (ex: walk on water, crash in options ...)
 - Categorize it as either *GAME LOGIC*, *UI*, or *ART*
 - Priority of *HIGH*, *MEDIUM*, or *LOW*
 - Should be relative to other bugs
 - Clear which to fix first
 - Short description of the bug (sentence or two)
 - Steps to reliably reproduce the bug



Grading Guidelines

<u>Criteria</u>	<u>Weight</u>
Evaluation	50%
Bug List	50%

- Estimate 8 hours/group member
 - (Again, about 1/2 other projects)



Submission

- Turnin (see Web page for instructions)
- Document

