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## Play Testing

Due: Sunday, July 25<sup>th</sup>

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## Introduction

- Last 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

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## 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

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## Overview

- Work *solo*
- Evaluate and test another group's prototype
- Document the fixes that you recommend
  - Prioritizing based on importance

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## Details (1 of 2)

- Randomly assigned project from another group (Pokemon cards)
- Given project (.gmk) and treatment (proj1)
- Compare final prototype to treatment
- Play the game!
  - Thoroughly, methodically, for fun and mistakes
- Note:
  - Understanding prototype is only a demo
  - Be forthright, no bearing on their grade
  - Qualitative assessment, as well as positive feedback, is also encouraged.

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## Details (2 of 2)

- Create *Fix List*, document as many fixes (bugs, design flaws, suggestions on play) as you find
- For each fix
  - Descriptive title (boss too hard, crash in options ...)
  - Categorize as either:
    - CODE (if a programming mistake)
    - ART (if a fix to the art is needed)
    - GAMEPLAY (if a change to the game/rules/level)
    - OTHER
  - 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)

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## Submission

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- Create document (.doc or .xls or ...)
- Include your name and email
- Name of game tested and who made it
- Email to me ([claypool@cs.wpi.edu](mailto:claypool@cs.wpi.edu))
- Subject "Project 4"