Play Testing

Due: Thursday August 1st

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

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 many of these!

□ But many times there are more issues than time to correct
- Must prioritize what to fix based on factors
  - □ Most important to fix
  - □ Easiest to fix

□ Testing, balancing, and prioritizing

Overview

☐ Work *solo*

☐ Evaluate and test another group's prototype

☐ Document the fixes that you recommend
  - ■ Prioritizing based on importance

Details (1 of 2)

- Randomly assigned project from another group (Pokemon cards)
- Given Ren'Py project and treatment (proj2)
- 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.

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)

Submission

- Create document (.doc or .xls or …)
- Include your name and email
- Name of game tested and who made it
- Email to me (gogo@wpi.edu)
- Subject "Project 4"