**Test Reports Document**

**Don’t Turn**

**Developer: Benjamin Scott**

**Testers: Daniel Destefanis and Jordan Schofield**

**REVIEW OF APPLIED PLAN V1:**

**Testing Plan Outcome (1st iteration)**

Our initial testing plan was an overall success. We have successfully constructed a test plan that encompasses all of the client’s needs, through the testing methods we have created.

**Major Findings:**

* Our initial functionality checklist is easy to follow and keeps a clear record of the functionality between platforms.
* Testing for functionality across the whole game can take some time.
* Logging bugs for the client is relatively easy, and helps him identify major issues quicker.
* Recording data for game feel is challenging, as it is very subjective.

**Game feel review outcome**:

* On mouse and keyboard, the game feels good to play, with responsive movement on the WASD and shoot keys.
* Getting stuck on terrain that looks like it can be walked over can get annoying.
* Sometimes where you aim isn't where the gun shoots.
* The combination of moving and shooting is clunkier on Android, compared to the Windows and Web versions. In fact, you can't shoot while walking backwards which is a big thing in the web version.

**Process Revisions:**

* On our next iteration we are going to open up our testing to peer playtesting. This will ensure that our data is not too biased, and records an outside perspective.
* Having clearer testing methods to make the tests easier to write.

**Note:** For further information check the functionality check list link at the bottom

**REVIEW OF APPLIED PLAN V2:**

**Testing Plan Outcome (2nd iteration + Updated build)**

Our 2nd iteration of our test plan was generally a success. By adding peer playtesting as one of the testing methods, we were able to sit back and record data from other people. This was majorly helpful, for both us and for the developer, as the feedback we collected gives more of an unbiased perspective on the game.

**Major Findings:**

* When conducting the gameplay test for android my biggest concern is the controls because they are:
  + Different to the web version
  + Very hard to aim
  + Can rarely hit targets
* Opening the playtesting up to peers was very helpful, as it provided a source of unbiased data
* The peer play testers actually found bugs that we hadn’t discovered.

**Game feel review outcome:**

* Controls relatively unchanged from the last iteration/build.
* The aiming is now much more accurate, allowing for a more fluid experience.
* Android build still suffers from awkward controls, making it less fun to play when compared to using a keyboard and mouse setup.

**Process Revisions:**

* We are going to open up the playtesting to more peers, and get their feedback.
* The testing methods will be relatively unchanged, as they worked well in this 2nd iteration.
* Possibly add more question for peer play testers to answer.

**Peer Playtest questions (from 2nd test iteration/build)**

**Robert Mason**

* **What did you like about the game?**
* Likes the aesthetics
* **What did you not like about the game?**
* Didn't like the controls
* Felt laggy on both builds especially the android
* **What did you find hard about the game?**
  + Not too easy or hard
* **How did it feel to play?**
  + You couldn't turn in the android build
  + Win mouse wouldn't move
  + Android movement felt slower
* **What would you add or remove to improve the experience?**
  + Improve/add sounds feedback and other immersive sounds like a feedback counter
  + Add timer for waves
  + Preset to horizontal play
  + Zombies randomly despawn

**Patrick Astermann**

* **What did you like about the game?**
  + Likes the graves spawners
  + Likes the aesthetics
* **What did you not like about the game?**
  + Not having feedback of shooting the gun
* **What did you find hard about the game?**
  + Standard difficulty not too hard or too easy
* **How did it feel to play?**
  + The controls could be better they feel sluggish
* **What would you add or remove to improve the experience?**
  + Add visual feedback for being attacked
  + Improve sound feedback

**Note:** For further information check the functionality check list link at the bottom

**REVIEW OF APPLIED PLAN V3:**

**Testing Plan Outcome (3nd iteration + Updated build)**

Our 3rd iteration of our testing plan went quite smoothly. After testing the game again, we found that a lot of the ‘fail’ cases in our functionality checklist were fixed. Our peer playtesting session was also very productive, and gave us lots of feedback to send back to our developer.

**Major Findings:**

* Almost all of the bugs from previous builds were fixed
* Common feedback criticisms were
  + Moving and shooting on android isn’t very smooth
  + You can get stuck on Terrain very easily

**Game feel review outcome:**

* Overall the game is feeling much smoother to play than it was originally. This is due to the movement and aiming fixes.
* Getting stuck on terrain slows the game down significantly

**Process Revisions:**

* I think our test plan is at a good stage now that there isn't many changes needed.
* Getting ‘non-gamers’ to test the game, and go through our test methods could be a good idea.

**Peer Playtest questions (from 3nd test iteration/build)**

**Felix Quinn**

* **What did you like about the game?**
* Shooting the zombies
* The aesthetics
* **What did you not like about the game?**
* Changes in player speed (particularly when moving diagonally)
* The terrain that stops you
* **What did you find hard about the game?**
* Avoiding to enemy surrounding you
* **How did it feel to play?**
* Felt intuitive to play
* Don't need instructions
* Smooth in mechanics
* **What would you add or remove to improve the experience?**
* Add different weapons
* Buy weapons
* Add ammo and force players to reload
* Add a crosshair for were the bullets are aiming
* Click fire on pistols is ok, but maybe if you pick up an assault rifle, you can hold fire.

**Catherine Day**

* **What did you like about the game?**
  + The art style
  + Pick up and play, intuitive
* **What did you not like about the game?**
* Get stuck on rocks quite a lot
* Progressive difficulty
* **What did you find hard about the game?**
  + Getting stuck on rocks
* **How did it feel to play?**
* Using a trackpad sucks
* Really smooth with a mouse and keyboard setup
* **What would you add or remove to improve the experience?**
  + Progressive difficulty
  + Different game modes

**Note:** For further information check the functionality check list link at the bottom  
  
