

QA Test Plan: Dinner Party

Tim Carbone, David Carlos, Robert Meech

Test Dates: Between Mar. 27 - Apr. 3

3/26/2018

Intent of Test

The intent of testing at this stage in development is to gauge interest in the concept for the game and to try and iron out some very obvious design issues early on. Our goal is to figure out whether people enjoy the basic underlying systems of the game, as well as the prospective art style that the team has shown interest in.

Set-Up

The game will be in a physical prototype stage during this round of QA testing, and therefore all set-up required will involve making sure roles and special meals are shuffled. The QA liaison will have to run the game for the testers as it is not automated like the final product will be.

Test Script

- Introduce yourself and the game.
- Go over the rules of the game.
- Ask if anyone has any questions.
- Observe the game to ensure gameplay runs smoothly.
- Present the Google form to all testers.

Dinner Party - Sprint 1

Please answer all questions.

* Required

1. How simple were the rules of the game to understand? *

Mark only one oval.

	1	2	3	4	5	
Totally lost	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely understand

2. Is there anything confusing about the game? If so, what is it?

3. What role did you play? *

Mark only one oval.

- ☐ Assassin
- ☐ Insurance Agent
- ☐ Wealthy Couple
- ☐ Chemist
- ☐ Food Critic
- ☐ Partygoer

4. How much influence or importance did you feel you had in the game? *

Mark only one oval.

	1	2	3	4	5	
No influence or importance	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	A LOT of influence or importance

5. How much did you enjoy your role? *

Mark only one oval.

	1	2	3	4	5	
No enjoyment	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	A lot of enjoyment

6. Did you feel like any roles were overpowered? If so, check all that apply?*Check all that apply.*

- ☐ Assassin
- ☐ Insurance Agent
- ☐ Wealthy Couple
- ☐ Chemist
- ☐ Food Critic
- ☐ Partygoer

7. Did you feel like any roles were underpowered? If so, check all that apply?*Check all that apply.*

- ☐ Assassin
- ☐ Insurance Agent
- ☐ Wealthy Couple
- ☐ Chemist
- ☐ Food Critic
- ☐ Partygoer

8. What aspects of the game did you like the most? Check all that apply. **Check all that apply.*

- ☐ The mystery and deception
- ☐ The roles
- ☐ The special meal abilities

9. Did all actions feel meaningful and worth taking? **Check all that apply.*

- ☐ Yes
- ☐ No, rotating the pizza felt useless
- ☐ No, switching two slices felt useless
- ☐ No, looking at just one slice felt useless

10. Is there anything you'd add to the game?

11. Is there anything you'd take out of the game?



12. Do you think the art style depicted above would be enticing? *

Mark only one oval.

- ☐ Yes
- ☐ No

13. Do you think the art style depicted above would fit the game? *

Mark only one oval.

☐ Yes

☐ No

Powered by

