

# QA Test Plan: Dinner Party

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Test Dates: Between Apr. 17 - Apr. 24

4/16/2018

## Intent of Test

This sprint, we will begin testing the digital prototype of the game in hopes to be able to start a smoother testing process. We will be continuing roughly the same questions regarding fun, confusion, and balancing, but we will begin transitioning into a digital format so that we can have sufficient testing with that before the project concludes. We hope to refine the mechanics enough so that we have a solid foundation from which to build more content on.

## Set-Up

The digital prototype of the game is beginning to be in a state where it is useable for testing, so we will attempt to use it for testing, but will fall back onto the paper prototype if complications arise. All set-up required for the physical prototype will involve making sure roles and special meals are shuffled. In addition, 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 4

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	6	
Totally lost	<input type="radio"/>	<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?**

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**3. What role/s did you play? \***

*Check all that apply.*

- ☐ Assassin
- ☐ Distant Cousin
- ☐ Wealthy Couple
- ☐ Chemist
- ☐ Food Critic
- ☐ Partygoer
- ☐ Scapegoat
- ☐ Private Eye

**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
- ☐ Distant Cousin
- ☐ Wealthy Couple
- ☐ Chemist
- ☐ Food Critic
- ☐ Partygoer
- ☐ Scapreg goat
- ☐ Private Eye

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

- ☐ Assassin
- ☐ Distant Cousin
- ☐ Wealthy Couple
- ☐ Chemist
- ☐ Food Critic
- ☐ Partygoer
- ☐ Scapegoat
- ☐ Private Eye

**8. How did you feel about the special slices? \****Mark only one oval.*

- ☐ They were a fun addition to the game as is
- ☐ I would have preferred their effects to take place before the round begins
- ☐ There aren't enough types to keep the game interesting
- ☐ They overcomplicate the game

**9. Were any special slices over/underpowered? If so, say which and why.**

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**10. 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

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

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

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**13. Without considering the lack of art, how was the digital prototype in terms of implementation of features? \****Mark only one oval.*

- ☐ I was able to full understand everything going on.
- ☐ There were a few things that I couldn't do or weren't clear.
- ☐ There were a lot of things I couldn't do or weren't clear.

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