

QA Test Plan: Dinner Party

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Test Dates: Between Apr. 10 - Apr. 17

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Intent of Test

This sprint's testing will mainly be the same as the last two, where we will be testing to refine the game's design. We have affirmed that there is interest in the game, and now we are looking to make sure the game is at its most fun place. We have tweaked a few mechanics since last sprint and hope to try the game out on both new and old players in order to continue this path of refinement. 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 not currently in a state where it is useable for testing. Therefore, the game will continue to be in a physical prototype stage during this round of testing. 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 3

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. 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.

10. 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

11. 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


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

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

14. Could you see yourself playing this with a group of friends? *

Mark only one oval.

- ☐ Yes
- ☐ No
- ☐ Maybe

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