

# QA Test Plan: Dinner Party

Tim Carbone, David Carlos, Robert Meech

Test Dates: Between Apr. 3 - Apr. 10

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## Intent of Test

While the last sprint was about testing for interest in the games concept, this sprint is more about testing to refine the design of the game, while testing a new mechanics that were added in response to last sprints QA results. Our goal is to make sure that the game is fun in its current state, and that the new systems are meaningful to the game. On top of this, current art assets will be put in front of the testers as well, in order to gauge how much testers enjoy the look.

## 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 2

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?**

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**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?**

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

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

*Mark only one oval.*

- ☐ Yes
- ☐ No
- ☐ Maybe

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