

QA Test Plan: Dinner Party

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Test Dates: Between Apr. 24 - May 1

4/23/2018

Intent of Test

This is the last sprint for the project, and the digital prototype is in a fully playable and useable state, so we will be spending a majority of the testing focused on finding bugs, but we will continue to ask the same questions regarding balancing and fun in order to continue to tweak the game into what will be the most fun it can possibly be.

Set-Up

The digital prototype of the game is in a fully playable state, so testing is as easy as handing the tablet-laptop to the group of players and explaining the game to them. The game does require the player to use the laptop keyboard right now, though.

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 5

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?

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.

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?

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

13. 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.

14. Do you think the art style fits the vibe of the game? **Mark only one oval.*

- ☐ Yes!
- ☐ I think the game is more humorous and the art is too serious.
- ☐ I think the game is more serious and the art is not serious enough.

15. If you encountered any bugs during the game, please describe them here.

