

Everybody Fits In

02/19/18 Test

QA Plan by Tim Carbone and Dakota Williams

Intent of Test

The intent of testing is focus testing, targeted at the understandability and cohesion of the theme of the game. We are interested in seeing if players understand where we are going with the game as a teaching tool, if they like where we are going, and if they think it would work in a classroom setting when supplemented by a lesson plan. We will also be receiving feedback on initial art direction. Our specific goal is that we find out what our testers think that we could do to properly convey the idea of autism inclusion through our gameplay and whether or not they feel that the cutscenes/character introductions are an effective way of teaching our topic.

Set Up

The game is a digital prototype created in Unity, meaning set up is easy and only requires us to set the game and feedback form up on the computers in the QA lab. The only variable in this area is whether or not the cutscenes are implemented by the time that we test. If not, we will have to give the tester a brief explanation of the child who is on the spectrum in each level that we test.

Test Overview

- The player plays through two example levels created for the game, including character introduction and gameplay (3-5 minutes)
- The player fills out the feedback form (2 minutes)

Script

1. Introduce yourself.
2. Describe the game to the players:
 - a. *Everybody Fits In* is an educational children's game targeted at six to nine year-olds as a way to introduce them to the concept of Autism Spectrum

Disorder. The game introduces the player to a character each level that has different traits of those on the spectrum, and then tasks them with completing a Tangrams-like puzzle game where they must fit all of the student shapes onto the board. The game is meant to be used by teachers along with a lesson plan, and the concept is to try and teach students at this early social age that even if it's a little difficult to work around those we perceive as different from us, we still can all fit together in one big unit.

- b. We want to emphasize the fact that the test is focused on getting feedback about whether you think this would work in the setting we just described.
3. Play the game.
4. Fill out the feedback form.

Play

I will be available to answer questions players might have while playing, and take note of what players do and don't do. I will look for common patterns, and be sure to help players if they forget certain aspects of the gameplay, which is unlikely.

Take Notes / Feedback

- During play
 - I will write down any major bugs / glaring issues spotted as well as any suggestions players might have in the moment.
 - Make notes of what players are doing during gameplay, and what questions players frequently ask.
- During feedback
 - In the QA form, the questions will be tailored to what works and what doesn't in terms of using this game as a teaching tool.
 - Include questions about the art direction of the game.
 - Ask the player about their opinion on the difficulty of the level and make sure that the game is not too hard for our target audience.