

# Everybody Fits In

Team Meat Sweats

QA Results and Feedback by Tim Carbone

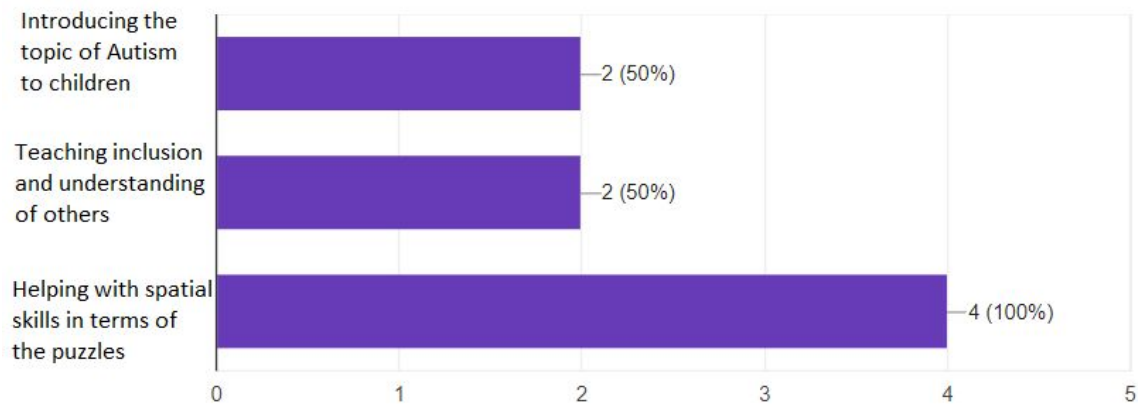
Sprint 3

## Results

Check off all of the messages you think the game portrays well?

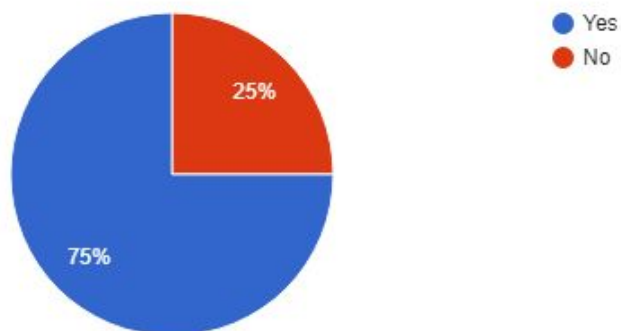


4 responses



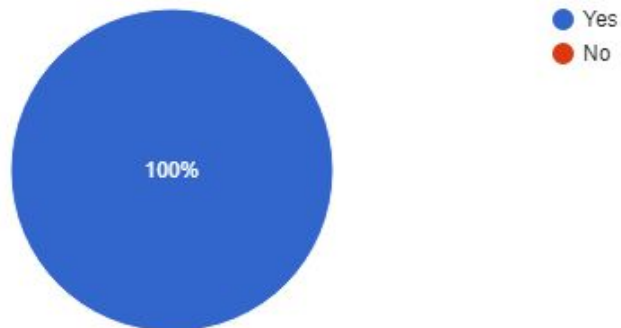
Do you think the introduction slides of the child with Autism would do a good enough job teaching children about the different traits of Autism?

4 responses



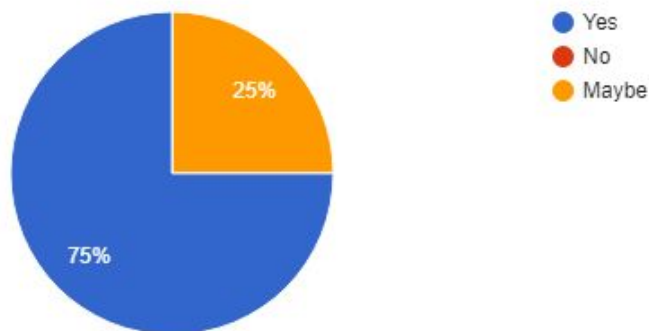
Do you think puzzles where the player cannot place Student Pieces that are loud near a child with sensory issues...ism understandable through gameplay?

4 responses



Do you think this game will be engaging enough in a classroom setting for 1st-3rd graders?

4 responses



Do you have any ideas on how to make the game portray Autism awareness better?

4 responses

-There's other conditions of autism that could be brought into this game, but i'm not sure how. There's things like certain textures (be it to touch or to taste) being bad, certain motions where they flap their hands or feel like they have to fidget with something, stuff like that.

- I think the idea of having to take into account needing to place loud pieces away from a child with sensory issues is necessary, or at the very least some ideas like it
- Expanding on the intro sequence with a "Why it is hard for kids with autism to make friends" would really help I think.
- There needs to be puzzles where the kid has to move the pieces into specific places like the sensory issue one talked about in question 3

## The Good

The testers really seem positive about what's currently in the game. They seem to like where the game is going, and they think it's doing an okay job at portraying its message as of now. In discussions after they filled the form out, they all seemed to think the game is much more engaging than most other educational games, which was something we strove for.

## The Not-As-Good

Our main issue, again, was that the lesson of the game wasn't pushed as hard as we could push it. All testers seemed to think including puzzles where you can't put students that would trigger those on the spectrum near each other would push the message over the edge, making it a much clearer way of explaining Autism. They also think it would make the puzzles a bit more interesting and make the game stand out.

## Reaction to Results

Everything we heard from the QA testing was something we expected and have been actively discussing during meetings. We really wanted to find a way to make sure players got the message of the game, and with the feedback we got, it seems we've found our answer. Now that we know that we have is working enough, we can devote our time to polish and getting those final features in.

## Future Plans

### Polish

Now that we've tested the basic mechanics and message of the game and we know they work, we can spend time polishing those aspects. That includes cleaning up code and implementing more art, as well as rearranging certain things to make the game feel a bit better.

## More Into The Message

Our final push is going to be including the puzzles where certain students cannot sit near the child on the spectrum, such as a loud child causing the child on the spectrum to feel oversensitized. These will be relatively easy to implement, so the last week can hopefully be spent testing these puzzles.