

Everybody Fits In

02/25/18 Test

QA Plan by Tim Carbone and Dakota Williams

Intent of Test

The intent of testing at this stage of the game would be to make sure that our theme of Autism awareness is properly implemented into the current build of the game. Our goal specifically is to make sure that the player understands exactly what is happening without any sort of instruction from the person who is holding the test. Ideally, our player will understand what type of ailment the child in each level has just based on the information in the cutscenes. They should also be able to make the connection that the child who is already placed on the board is the child who is on the spectrum from the cutscene and that fitting the pieces around him will make him feel included.

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 primary variable this time is the amount of levels that will be implemented by the time we are able to test. At this point we plan to have at least two levels but there is a possibility that we will have more.

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. For this particular test we will not be giving the player any other information other than the fact that they can use the spacebar or right mouse button to rotate pieces.

3. Play the game.
4. Fill out the feedback form.

Play

We will not be answering any questions players might have while playing, unless they pertain to the basic controls. We will watch and see how the player navigates through the game to see if they can gain a basic understanding of our intended theme.

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 how well the game communicates it's intended theme.
 - Include questions about the level design in the game.
 - Ask the player about their opinion on the difficulty of the levels and make sure that the game is not too hard or easy for our target audience.
 - Make sure that the player doesn't find the game offensive in any regard

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Please answer all questions.

* Required

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

Check all that apply.

- ☐ Introducing the topic of Autism to children
- ☐ Teaching inclusion and understanding of others
- ☐ Helping with spatial skills in terms of the puzzles

2. **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? ***

Mark only one oval.

- ☐ Yes
- ☐ No

3. **Do you think puzzles where the player cannot place Student Pieces that are loud near a child with sensory issues would be a good way of making Autism understandable through gameplay? ***

Mark only one oval.

- ☐ Yes
- ☐ No

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

Mark only one oval.

- ☐ Yes
- ☐ No
- ☐ Maybe

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