Test Plan

# Background Information

**User Analysis:**

* Q: What does the user expect from the product?

A: The user expects a fun and competitive game.

* Q: What is the creators target audience?

A: Children (7+ years), teens and adults are the creators target audience.

* Q: What type of people are interested in the game?

A: People that want to play a competitive board game while having fun.

**Product Analysis:**

* Q: What are the features of the product?

A: The product is a board game, which is played by 2 – 4 people.

* Q: For what type of people is the product designed?

A: The product is designed for people without mental impairments.

**Communication Analysis:**

* Q: Why is the product created?

A: The product is created for a school project.

* Q: What is the goal of the product?

A: The goal of the product is to entertain people.

* Q: Who is the dominant side within the interaction between the user and the

product?

A: The product is the dominant side, because it gives the user options and

instructions whenever the player gets a turn.

**Context Analysis:**

* Q: What type of organization or company is behind the product?

A: The people behind the product are students.

* Q: Who are their competitors?

A: Other students who also have to make a board game.

* Q: What chances or threats do technological developments create for the

product?

A: A threat caused by technological developments for the product is that

board games aren’t as popular as they used to be, because of their

digital counterparts. A chance with the same cause is that the product

can also get a digital version.

# Test Criteria

During the test, we are going to pay attention to the following things:

* If the game is fun to play.
* If the game is fair for all players.
* If the game has a reachable goal.
* If there are any problems that cause the game to not go well.

We want the game to be fun and fair because we want the users to have a good experience while playing the game. We think that user experience is the most important thing when it comes to games. That is why we value these aspects and why we think these are things we have to be analyzed during the test.

We also want the game to have a reachable goal. We think that games should have a goal, because this will give the players something that they want to reach and something to look forward to when they play the game.

We are also going to look if any problems show up during the game. Since we want the game to go smoothly, we can’t allow there to be problems that interrupt the game in any way or make the game unplayable.

# Tasks

What we are planning on doing is making the users play the game, while we observe closely if there are any problems or developments which we had not anticipated or thought about. We simply want the users to follow the rules. This will show us if there are things in the game that are not really fair or if there things that are not fun or interesting to have in the game.

# Test Method and Measurements

We are going to test the game at school by making the users follow the tasks: Play the game, follow the rules. We are going to observe the flow of the game and write down the things that we think we should take a look at, and maybe change about the game. Before we start the test, we will have things like pens, paper and a computer ready, so we can take notes without interrupting the flow of the game.

The things we are going to measure are:

* How fast the game goes.
* How much the players enjoy it.
* Problems that appear throughout the game.

We are going to look if these measurements match up with how we initially wanted them to be.

# The Test Users

* There is going to be a total of four test users.
* Their ages will be between 17 and 22.
* The test users are all males.

The test users do not have any special or specific traits. Therefore, we see them as the average users of the product. They do not represent all the target audiences.