

QA Test Plan: Life Among Lions

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Intent of Test:

- Usability Testing:
 - Testing click and drag mechanics, and speed of objects on screen
 - Seeing if the speed of the objects works well
 - Testing to see that the game is fair
- Focus Testing:
 - See what players think of our art direction
 - See if the educational aspect of our game is reflected through the gameplay

Test Script:

- Introduce self & game
- Explain the Lion Guardians group to the players
- Go over rules of the game
- Observe the game and answer player questions
- Present google form

Test Questions:

- Our main goal was to teach players about the culture of the African "Lion Guardians", who are ex-poachers hired to protect wild lions. Did the game do a good job of teaching this?
- Did we explain the Lion Guardians well?
- Were the lions too fast or too slow?
- Were the herders too fast or too slow?
- Was redirecting the herders easy or difficult to do?
- Does the game's art direction reflect the concept of the Lion Guardians well?
- ((IF BEN HAS IMPLEMENTED PROGRESSION)): Did you notice the game getting more difficult?
((IF BEN HASN'T IMPLEMENTED PROGRESSION)): What method would be best for the game to get harder as the playtime increases?
 - More lions/herders spawn

- Lions/herders get faster
 - Both
- List any bugs that you found.
- Any additional comments?