

# **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
- Show off the intended art style to the player
- 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?
- Were the poachers too fast or too slow?
- Was redirecting the herders/poachers easy or difficult to do?
- Is there any noticeable difference between the herders and the poachers?
- Does the game's art direction reflect the concept of the Lion Guardians well?
- List any bugs that you found.
- Any additional comments?