Playtesting report

5.0 Introduction

Over the past couple of weeks, play testing has been carried out internally and externally by the teams in class.

5.1 How it Was Carried Out

Play testing was carried out by allowing other groups to try out the game and give our team feed back on functionality and the general enjoyment received playing the game. Internal play testing was also carried out within the team.

5.2 How it Should Be Carried Out

Play testing should be carried out using proper statistical tests as it creates more accurate results that can be shown in data rather than just the opinions of different people. By doing this more scientifically, the results will be more valid and reliable. Also variables can be controlled.

5.3 Limitations of How Play Testing Was Carried Out in The Teams

Play testing, when carried out in the teams, was completed using personal opinions only which has limitations given there’s no scientific data which would be better as it can be laid out in a table and analysed. The limitations of internal play testing were that it was highly likely that the results were bias and therefore not accurate enough to be the only form of play testing. It also had a smaller sample size.

5.4 Strengths of How Play Testing Was Carried Out in The Teams

The strengths of play testing using internal and external testing with different groups were that it allowed for different opinions and allowed people to be subjective rather than just looking at the scientific data which doesn’t take into account the actual user experience of playing the specific game created and it is also more detailed than qualitative data.