**Useability Testing: Phase 1**

# Purpose / Scope:

A determined number of volunteer testers will install and play the game, go through the test case, provide generic user feedback, and answer questions regarding objective requirements.

# Configuration tested:

|  |  |
| --- | --- |
| Date test run: |  |
| Tester Total: | 3 |
| Testers |  |
| Operating System: |  |
| Game Build Version |  |

# Test Cases:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test Case** | **Expected Result** | **Player 1** | **Player 2** | **Player 3** |
| Game Install | Game Installs Files |  |  |  |
| Game Open | Game Boots |  |  |  |
| Manual | Player can locate and open manual |  |  |  |
| Learning Process | Player can play game |  |  |  |
| Playtime | Player plays for 10 mins |  |  |  |
| Player Feedback | See feedback listed below |  |  |  |
| Bug Reporting | Player Identifies Bugs and reports to developer |  |  |  |
| Requirements | Player reads project requirements and provides pass or fail status |  |  |  |

# Issues Found:

List all issues found during this test in this section…

# Report:

Written report summarizing the test case and recommendations…