

## **MICROBURST TEST PLAN**

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**General Instructions:** Microburst is a game that takes place in your stomach. The user will control the movement (up, down, left, right) of a hungry germ, Freddy. This germ either grows in size when it eats a food or an enemy. When Freddy eats a “good-type” of nutrient, the player gains points, and loses points when it collides with an unwanted element. The protagonist germ is restricted in space by your stomach. When the protagonist germ successfully eats all the food and enemies, it BURSTS out of the stomach and carries-on to devour its previous host. If the protagonist germ becomes too small as a result of colliding with bigger germs, or it does not eat all of the nutrients and enemies in the stomach within the time limit, it vanishes into the endless abyss of gastric acid. The user loses the game.

**Testing Plan:** Microburst is a game about tight controls and fast paced gameplay. Movement and rapidity/fluidity in movement is key to win this game. You have been selected to test the core features of Microburst, namely the movement and the eating mechanics.

Our main concerns are about the gameplay and the way Freddy (the main character) moves around and interacts with enemies and food. We made a few decisions about movement that we’d like you to test out. Right now the movement is 1 to 1 with control, so you instantly accelerate to maximum speed whatever direction you select.

We would like your input on the following questions and concerns:

1. Do you think the 1 to 1 movement with control is a good control scheme?
2. Should we add in acceleration and inertia for added challenge?
3. Is the game too fast in general?

4. On a more aesthetic side, how do you find the look/layout of the game?
5. Was it easy to differentiate between different elements (food, enemies, etc..)?
6. Was it easy to tell which enemy was bigger than you?

Please feel free to play the game as much as you would like, any input is appreciated. Please keep in mind that the game is not in final form and that an AI might be added in soon which will alter gameplay for the better. If you have any additional concerns about the functionality/efficiency of Microburst, please let us know!

Reaction to the game's elements:

How would you say that you reacted to the following elements of the game (1 - 10, 10 being positively)?

Gameplay: \_\_\_\_\_ Sprites: \_\_\_\_\_

Aesthetics: \_\_\_\_\_ Background: \_\_\_\_\_

Music: \_\_\_\_\_ Game Speed: \_\_\_\_\_

Challenge: \_\_\_\_\_ Controls: \_\_\_\_\_

Scoring System: \_\_\_\_\_ Performance: \_\_\_\_\_

**Please list the bugs you found and what triggered them. Also please share some features you think could benefit the game:**

**Bugs:**

**Requested Features:**

**Thanks for playing,  
-The Microburst Team**

