**Play Test Plan & Documentation**

Date of play test: 17/4/21

**Game Information**

Game Tested: Mario Editor

**Team Information** (name/admin no.)

Tan Yong Hong 200168A

**Test Planning Summary**

Test Duration (hours):

3

Survey link:

<https://docs.google.com/forms/d/1r2pvPA3pftW-H_fTU14dFIOLLENulhWtNyJwBnIGBC4/edit?usp=sharing> (Level 1-2)

<https://docs.google.com/forms/d/1O-dBzw6OJRI0vqbWhNao2vZ9_HrkJ0vo7Xq1cCRGQiw/edit?usp=sharing> (Level 1-3)

**List of Test Cases & Scenarios:**

1. Tested Intention: **Teach players how to defeat flying Goombas**  
   Level: 1-2, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players manages to kill a Flying goomba in the level.

**Fail Criteria:**More than 20% of Players try to kill a goomba and died by it.

1. Tested Intention: **Teaching players the introduction to grinders**  
   Level: 1-2, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players understand that they need to jump over the first line grinder in the dungeon

**Fail Criteria:**More than 20% of Players just walk through the line grinder

1. Tested Intention: **Teaching players the introduction to Moving Grinders**  
   Level: 1-2, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players understand that they need to jump over the moving grinder in the dungeon1 warp

**Fail Criteria:**More than 20% of Players fail to acknowledge the moving line grinder as a threat

1. Tested Intention: **Teaching players maneuvering over line grinders on moving platforms**  
   Level: 1-2, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players successfully make it past the moving platform phase that includes line grinders without dying

**Fail Criteria:**More than 20% of Players die trying to make it past the moving platform phase that includes line grinders

1. Tested Intention: **Teaching players about fire bar**  
   Level: 1-2, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players try to avoid the fire bar and do not take more than 3 damage from fire bars over the course of the map

**Fail Criteria:**More than 20% of Players have taken more than 3 damage from fire bars over the course of the map

1. Tested Intention: **Teaching players how to manuever around fire bars and line grinders combined**  
   Level: 1-2, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players do not die more than once at the third dungeon warp where fire bars are mixed with line grinders for a tougher battle

**Fail Criteria:**More than 20% of Players die more than once at the third dungeon warp.

1. Tested Intention: **Teaching Players how to get into a Pipe that is “towards the top” while standing on a moving platform**  
   Level: 1-2, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players manage to get into the pipe after standing on the moving platform

**Fail Criteria:**More than 20% of Players try over 2 times and are still unable to get up into the top vertical pipe.

1. Tested Intention: **Teaching Players about Falling Platforms (Donuts)**  
   Level: 1-2, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players understand that Donuts will fall after standing upon them for a very long time, manages to reach the bonus segment in the map

**Fail Criteria:**More than 20% of Players fail to understand how to use donut blocks and never reaches the bonus segment in the map

1. Tested Intention: **Teaching Players how to use the rope**  
   Level: 1-3, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players understand how to get on a rope, and how to move when on the rope

**Fail Criteria:**More than 20% of Players struggle to get on a rope

1. Tested Intention: **Teaching players about the Fire PopUps from Lava Pools**  
   Level: 1-3, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players understand that they need to avoid Fire PopUps from Lava Pools by the end of the level

**Fail Criteria:**More than 20% of Players fail to acknowledge and avoid Fire PopUps from Lava Pools by the end of the level

1. Tested Intention: **Teaching Players about Snifs**   
   Level: 1-3, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players understand how the Enemy “Snif” works by intentionally avoiding their cannon like shots that come out of them by the end of the round

**Fail Criteria:**More than 20% of Players fail to understand how to avoid these Enemy “Snifs”

1. Tested Intention: **Teaching players how to use maneuver on the contracting/expanding platforms**   
   Level: 1-3, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players manage to get pass the simple area where there are 2 horizontally expanding/contracting yellow platforms

**Fail Criteria:**More than 20% of Players struggle and are never able to get past this stage

1. Tested Intention: **Teaching players about dodging Fire Engines**  
   Level: 1-3, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players understand how Fire Engines work and understands that they need to be dodged

**Fail Criteria:**More than 20% of Players don’t understand that they need to be dodged

1. Tested Intention: **Giving players revision on all that was learnt and tested in last main section for the level**  
   Level: 1-3, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players are able to complete the section without dying more than twice

**Fail Criteria:**More than 20% of Players died more than twice trying to finish the level

**Post Test Summary (Level 2)**

General Summary on Test Process:

* Too many unnecessary multicoin blocks in the Level. Remove and replace with single coin blocks to prevent slow and dull gameplay
* Floating platform area with lava too difficult, players kept dying at the last part
* Too many line grinders (Over-polluted) area, players were too confused how to navigate through. End up running through it which is not the intention
* One part of the level clustered with fire bars and line grinders. Removed some to make it less cluster phobic

Summary of Tested Scenarios (3 Testers):

* Teach players how to defeat flying Goombas (100%)
* Teaching players the introduction to grinders (100%)
* Teaching players the introduction to Moving Grinders (100%)
* Teaching players maneuvering over line grinders on moving platforms (66%)
* Teaching players about fire bar (100%)
* Teaching players how to manuever around fire bars and line grinders combined (100%)
* Teaching Players how to get into a Pipe that is “towards the top” while standing on a moving platform (100%)
* Teaching Players about Falling Platforms (Donuts) (66%)

* 1. Problem Summary: Too many unnecessary multicoin blocks in the Level. Remove and replace with single coin blocks to prevent slow and dull gameplay

Frequency: High

Severity: Low  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Players that tested the level were wasting too much time on the multicoin blocks, making them exceed 3 minutes slightly and it also slows down the pace of the game which is not really fun. After looking at how players played this was not what I wanted out of the MC blocks.

Solution Proposed: Replaced them with one coin blocks instead to still stimulate a jump (Usually placed before a new obstacle so people can digest before going head on for new obstacles)

* 2. Problem Summary: Floating platform area with lava too difficult, players kept dying at the last part

Frequency: High

Severity: High  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Many play testers failed to get through the moving platform + line grinders segment as it was really difficult, especially the last jump. Especially since it was at the “final part” of that segment it was really annoying.

Solution Proposed: Add some additional blocks beneath the obstacle so players wouldn’t fall to their death incase they miss slightly.

* 3. Problem Summary: Too many line grinders (Over-polluted) area, players were too confused how to navigate through. End up running through it which is not the intention

Frequency: High

Severity: High  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: In one of the segment of the level, there were 3 horizontal line grinders (One for each level of height) that went back and fourth almost randomly. It also had flying goombas in that segment as well, making it overly clustered and hard to maneuver around. Players always end up taking 1 damage, and running through the course.

Solution Proposed: Remove the line grinder that is at the top of the 3. After removing it makes the part 100x more doable as there are less components to worry about and is much easier to manage.

* 4. Problem Summary: One part of the level clustered with fire bars and line grinders. Removed some to make it less cluster phobic

Frequency: High

Severity: Medium  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: As part of the level design, I wanted to introduce the fire bars with a little twist from the get-go by making a platform at 3 blocks height, with a linebar attached to it and a line grinder blocking the bottom path, making player jump on top of the line bar to go through. But seeing how play testers play its clear that it makes the area very confusing and hard to get through for the first time that they see this new fire bar feature

Solution Proposed: Remove the line grinder at the bottom, so that that segment of the level is directly focused towards dealing with the fire bar and not line grinders included.

**Post Test Summary (Level 3)**

General Summary on Test Process:

* Level needed more checkpoints around each stage
* Some blocks were placed in bad places where a miss timed jump would lead to falling into lava (I.e. the lucky block in SuperLava area had to be moved further into the platform so they don’t obstruct people trying to get onto the platform)
* Line grinders were really difficult to get past so they had to be made easier to get around (While taking into consideration that they should’ve already learnt how to maneuver around them in Level 2.)
* Some stages of the level were too dense with too many enemies/obstacles have to change especially the final section has to be made easier
* Lack of use for the Sunflower powerup as a majority of the enemies in the map cannot be killed by its fire balls
* Retrieval of powerup at the final segment annoying to get without taking damage
* Too clustered enemies/obstacles at the Touch-To-Start moving platform area in the final stage
* Touch-To-Start Moving platform at final stage wouldn’t come back down if player missed for almost 30 seconds (The moving platform covered about 35 blocks of height).

Summary of Tested Scenarios (3 Testers):

* Teaching Players how to use the rope (100%)
* Teaching players about the Fire PopUps from Lava Pools (100%)
* Teaching Players about Snifs (100%)
* Teaching players how to use maneuver on the contracting/expanding platforms (0%)
* Teaching players about dodging Fire Engines (100%)
* Giving players revision on all that was learnt and tested in last main section for the level (66%)

1. Problem Summary: Level is hard and players tend to die quite a bit. But the issue is that checkpoints are extremely far behind, leaving players frustrated that they have to go through so much again just to get back to where they were at

Frequency: High

Severity: Very High  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Players would die at a small little lava pool due to an accidental press for e.g. (Missed timing) and they’d respawn one “section” behind for the simple fact that the new section didn’t have a single checkpoint.

Solution Proposed: Add more checkpoints especially at areas that deal with lava pools as those are one shot KOs. And add a checkpoint at the start of every “section” if not already added

2. Problem Summary: Blocks placed causes bad timing and higher difficulty

Frequency: Medium

Severity: High  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Players should be able to move through the map easily without having to worry too much about how their jump height would affect them being on the platform and not on the platform. In the level’s case, it was made apparent that players would do jumps that are supposedly good, and correct, but they’d still die because of the position that blocks are placed. I.e. The Lucky Block that gives the sunflower power up in the “SuperLava” section, was placed so horribly that walking down to the platform right below would get your path blocked and send you to lava

Solution Proposed: After all the playtest sessions, I started seeing common areas that players were struggling to move on from due to such bad timing blocks and moved them to get a less frustrating gameplay.

3. Problem Summary: Line Grinder segment being too difficult

Frequency: High

Severity: Medium  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Line grinders especially in the last segment of the map, there were really difficult spots to get through that required really good timing, that a lot of players took at least one damage on, the feedback given was that it is way too tiring to time perfectly and is very demotivating to know that it is hard to master the said timing. For e.g. There was a section that involved getting off a rope, and dealing with two colliding line grinders, where your job is to wait for immaculate timing to get through

Solution Proposed: Remove those line grinders as they only frustrate the player and does not provide real fun, and the challenge that comes with it is overwritten by the players frustration.

* 4. Problem Summary: Some stages of the level were too dense with too many enemies/obstacles have to change especially the final section has to be made easier

Frequency: High

Severity: High  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Realised that a lot of the enemies like the Dry Bones, and Dry Snifs couldn’t be killed by the sunflower powerup, making it almost useless in the level.

Solution Proposed: Changed the Dry Bones to red koopas, and Dry Snifs to the blue and red ones.

* 5. Problem Summary: Retrieval of powerup at the final segment annoying to get without taking damage

Frequency: High

Severity: Low  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Due to the fire engine that is always going on and off on the platform where you’d hit the Mystery Box for the sunflower powerup, a lot of people either hesitate to go to the platform to get the powerup, or they take damage while doing so, making it fustrating

Solution Proposed: Remove the Fire Engine on the platform where the sunflower powerup is at.

* 6. Problem Summary: Too clustered enemies/obstacles at the Touch-To-Start moving platform area in the final stage

Frequency: High

Severity: Very High  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Level was almost RNG based and really difficult to complete and was absolutely annoying at the last part of the level. RNG based because there was too much cluster of enemies, leaving the players having to dodge a lot of stuff while taking damage that seems unavoidable.

Solution Proposed: and remove some of the more annoying RNG enemies, keeping just a few line grinders that are predictable and the Fire Bars.

* 7. Problem Summary: Touch-To-Start Moving platform at final stage wouldn’t come back down if player missed for almost 30 seconds (The moving platform covered about 35 blocks of height).

Frequency: High

Severity: Very High  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Very annoying for the player as if the player leaves that platform accidentally while trying to dodge something, they are unable to get back up without having to wait super long and if they miss that one chance to jump back on when its at the bottom, they have to wait a long time again.

Solution Proposed: Change the area to a 35 block rope instead