**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:

**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**

General Summary on Test Process:

Summary of Tested Scenarios (4 Testers):

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1. Problem Summary: Many people were taking longer than expected because they rush the map and fall into the void a couple of times

Frequency: Medium

Severity: High  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Especially the players that know how to use the sprint feature, they love to hop around fast. And when you hop around fast on the map, you may accidentally miss a jump and fall into the void. Typically for someone that dosen’t sprint, the chances of falling into the void are slim due to how the map has been mapped out.

Solution Proposed: Make less gaps in the platforms especially at the later parts of the map (I.e. near the finishing line, there is a platform you can jump to reach a moving platform that brings you to the bonus area, that jump towards the platform if missed when sprinting almost always lead to falling into the void, having to restart the entire level. Patch spots like those

2. Problem Summary: Areas accidentally accessed due to sprinting

Frequency: Medium

Severity: High   
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description:

On the bonus platform with 8 coins, there is a wall that was suppose to prevent players going to the other side, allowing them to realise “Okay, there’s got to be another way to get to the pipe on the other side of the wall” but using sprinting, players were able to get over the wall unintentionally.

Solution Proposed:

Make the wall higher

3. Problem Summary: Not all players learned that you could kill goombas and all other enemies just by jumping on them

Frequency: Low

Severity: Low  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Players sometimes occasionally miss the fact that you can kill enemies by jumping on them. This could be due to their playstyle and not really the levels fault. But a possible way to improve is add more reiteration in the game

Solution Proposed: On the platform before the Block Goomba area, add 2 regular goombas that are on brick blocks, positioned where the player’s natural jump will kill at least one of the goombas by jumping on the block.

4. Problem Summary: Not all players went the bonus platform area

Frequency: Low

Severity: Low  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: At the block goomba encounter area, most players do go up to the bonus platform to gain the coins but occasionally some don’t. But as observed the people that do not reach the platform are those that have the playstyle of speed running. Hence this is a low severity problem, it shouldn’t affect most people

5. Problem Summary: Only half of the players understood what the block goomba was

Frequency: Medium

Severity: Medium  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: A lot of players actually walk by the block goomba area and usually get damaged by it. Their reaction is always “Wow what is that”, no one really understood. Currently there is only one block goomba encounter in the level.

Solution Proposed: Add reiterations for the block goomba at the later parts of the map.

6. Problem Summary: Very few people understood you could gain combo points by squashing multiple enemies at around the same time

Frequency: High

Severity: Low  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Players were often unable to achieve any killing combos when encountering enemies even though there had already been a section that provided ample opportunities for squashing of enemies (The area near the sunflower mystery box). What I noticed is a lot of people used the sunflower’s skill they got from the bonus pipe area to kill the goombas, leading to less chance of people wanting to squash them.

Solution Proposed: I’ve added gold to the area that has the most enemies (the later part of the map) at the flying goomba area. That area is hard to hit with fireballs as you’re shooting from a top down angle. My idea is that you as the user will be more inclined the jump on them rather than shoot.

7. Problem Summary: Not many players collected the coins carefully placed at the moving platforms

Frequency: High

Severity: Low  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Not many players actually bother to collect the coins while on the moving platform. This could be due to the fact that not many people see the gold coins as something valuable, hence the risk to reward ratio is bad. They’d rather not fall to their death than collect 6 gold coins skillfully.

Solution Proposed: No changes to the map. It will be great that players at least think about going for it. They realize that there is a risk to jumping while on a platform. Either way, this should achieve the goal of letting players understand that there is a risk and it is difficult to jump on a moving platform. Which can be used to our advantage on future levels.

8. Problem Summary: Very few players actually went for the bonus area at the end of th emap

Frequency: High

Severity: Medium  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: There is a bonus area you can get to by standing on the moving platform at the end of the map. However, only 25% actually went in to see what it really was about.

Solution Proposed: Use gold coins as a lure towards the platform. Players originally didn’t see a point in “Back tracking” as the finish pole was right in front of them. But with the coins they may realize that it could be worth their time to “Back track” leading more people to the bonus area.

9. Problem Summary: Not many players killed all enemies near the end of the map

Frequency: Medium

Severity: Low  
Discovered By: Yong Hong

Designer to follow up: Yong Hong

Description: Not a lot of players actually bother to kill all the enemies at the end of the map. It serves as a good reiteration for all about enemies that the player has learnt from the start of the map till the end. Most people were aware of the enemies, just that some choose to speed run and avoid most of them

Solution Proposed: Add more incentives i.e. coins at some of the places where enemies are. Give players more of an incentive to fight the enemies in that case.