**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://forms.gle/CtWmxEQnw3siNBQv6

**List of Test Cases & Scenarios:**

1. Tested Intention: **Teaching about squashing enemies**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players understand squashing of enemies by jumping on them

**Fail Criteria:**More than 20% of Players do not get the idea of enemies

1. Tested Intention: **Teaching about Question Blocks**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players understand that Question Blocks can be hit from the bottom for Coins

**Fail Criteria:**More than 20% of Players overlooks and never gains the free coin from the Question Block

1. Tested Intention: **Teaching about Jump Height**  
   Level: 1-1, Designer: Tan Yong Hong  
   Description: Players want to collect coins, though jumping from the elevated platform will not yield you all the coins, if players are lazy enough, they want to try reaching the coins from the bottom, allowing them to realise the longer they hold the button, the higher they jump.

**Success Criteria:**   
80% of Players understands the longer they hold the jump button, the higher they jump, and knows how high the jump can reach.

**Fail Criteria:**More than 20% of Players jumps back on the platform to get the coins

1. Tested Intention: **Teaching about Moving Platforms**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players uses the moving platform to cross successfully to the other side of the map.

**Fail Criteria:**More than 20% of Players don’t know how to use the moving platform to get across.

1. Tested Intention: **Teaching about Enemy Killing by Jumping**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players understands that enemies can be killed if directly on top of the player when player hits a block.

**Fail Criteria:**More than 20% of Players do not know enemies can be killed by hitting a block where the enemy is right above.

1. Tested Intention: **Player Tries A Different Route**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players access the 4x2 Free Gold Coins segment which requires a high jump to reach. (Area noted by the cloud right on top of the area)

**Fail Criteria:**Less than 80% of Players collect the Gold at the free coins segment

1. Tested Intention: **Teaching about Block Goombas**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players understands that there are Enemies that can be hidden in blocks that they have to kill as well.

**Fail Criteria:**Less than 80% of Players kill the block Goomba, and does not see the moving brick as a threat.

1. Tested Intention: **Teaching about Pipes**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players are curious enough to enter the first pipe given, which leads to a secret part of the map that acts as an extension.

**Fail Criteria:**More than 20% of Players do not enter the first pipe

1. Tested Intention: **Teaching about Winged Mystery Boxes**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players are able to get the Sunflower Powerup from the Pipe Bonus section by smashing their heads on the Winged Mystery Box.

**Fail Criteria:**More than 20% of Players do not get the Sunflower Powerup from the Pipe Bonus section

1. Tested Intention: **Teaching about Sunflower Powerup’s abilities**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players that reach the Pipe Bonus section kills the Red Koopa with the recently received Sunflower Powerup’s fireballs.

**Fail Criteria:**More than 20% of Players do not kill the red koopa at Pipe Bonus section with Sunflower Powerup’s fireballs.

1. Tested Intention: **Teaching about Killing enemies giving more points when killed in combo**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players hits a combo when killing multiple enemies before landing on the ground. (Success is when player gains a 200 point combo at least once)

**Fail Criteria:**More than 20% of Players do not receive a 200 point combo at least once.

1. Tested Intention: **Teaching about Jumping while on a Horizontal moving platform’s physics**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players can collect the 6 coins that is along moving platforms without dying.

**Fail Criteria:**More than 20% of Players fail to collect the coins while on the moving platforms.

1. Tested Intention: **Teaching about Vertical Moving platforms**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players collects the last 3 coins that is on the 1st Vertical moving platform as a bonus.

**Fail Criteria:**More than 20% of Players miss the 3 coins that could be collected whilst on the 1st Vertical moving platform

1. Tested Intention: **Challenging the player with more enemies**   
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players can go past all the enemies without dying / kills the enemies

**Fail Criteria:**More than 20% of fail to get past all the newly added mobs.

1. Tested Intention: **Teaching about Doors and Bonus rooms**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players locates and sits on the moving platform that travels to the Door where the bonus room is located at, players are able to enter the door.

**Fail Criteria:**More than 20% of Players skip the bonus stage entirely.

1. Tested Intention: **Teaching about Finishing the run**  
   Level: 1-1, Designer: Tan Yong Hong

**Success Criteria:**   
80% of Players is able to understand that the pole is the end game for the game.

**Fail Criteria:**More than 20% of Players do not realize the pole is the winning factor in mario.

**Post Test Summary**

General Summary on Test Process:

* Not a lot of people did the Bonus Section of the level (Hidden door section)
* People could jump over unintended places by sprinting
* People that try accomplishing the level fast had fallen into the void multiple times due to failed jumps onto platforms, which lead to them dying to the void & having to restart from the start

Summary of Tested Scenarios (4 Testers):

* Players learned to squash enemies (Test Case 1: 100%)
* Players learned about jumping into Question Blocks (Test Case 2: 100%)
* Players learned about Jump Height (Test Case 3: 100%)
* Players learned how to use Moving Platforms (Test Case 4: 100%)
* Most players learned the ability to kill Enemies by jumping onto the block directly beneath enemy (Test Case 5: 75%)
* Most players explored the different route (Test Case 6: 75%)
* Only half the players understood that Block Goombas are a thing and are of a threat (Test Case 7: 50%)
* All players were able to use the pipe to reach the first bonus area (Test Case 8: 100%)
* Most players were able to understand the Winged Question Block’s purpose (Test Case 9: 75%)
* All players were able to use the Sunflower Powerup to their advantage (Test Case 10: 100%)
* Few players understood that you could combo killing enemies (Test Case 11: 25%)
* Few players learned how to move successfully while jumping on a moving platform (Test Case 12: 25%)
* Most players were able to collect the 3 coins at the top of the Vertical Moving Platform (Test Case 13: 75%)
* Only half of the players were able to kill all enemies in the enemy concentrated area (Test Case 14: 50%)
* Very few of players actually took the bonus route at the end of the map (Test Case 15: 25%)
* Most players understood how to finish the level (Test Case 16: 75%)

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.