**Play Test Plan & Documentation**

Date of play test: [insert playtest date]

**Game Information**

Game Tested: Mario Editor

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

JANE DOE/201234X

JOHN CENA/204567Y

[insert member names and admin no.]

**Test Planning Summary**

Test Duration (hours):

3

Survey link:

[add your google form link here, please ensure this link is live for entire semester]

**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 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:

[list all playtest findings here]

[example]

1. Problem Summary: No player make use of teaching zone at zone 1-1 first tanooki leaf pickup

Frequency: High

Severity: High   
Discovered By: JANE DOE

Designer to follow up: JOHN CENA

Description:

No player use the teaching zone after picking up first tanooki leaf

2. Problem Summary:

Frequency:

Severity:   
Discovered By:

Designer to follow up:

Description: