# Play Testing Plan



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# Objective 1

**Experience Goal:** We want the player to feel like he is encountering **different types of challenges**;

**Aspects we want to test:**

1. Are the challenges enjoyable/rewarding to overcome?
2. Does the challenge's difficulty progression match the increase in player ability to overcome them?
3. Is the player interacting with each challenge?

**Data used to answer these questions:** Screen recording, metrics collection and interview;

- Metrics collected: Each interaction will record <timestamp, coordinate, section, challenge-type>
- Interview questions:
  - Can you list the different challenges you faced?
  - Did each one of them feel rewarding to overcome?

# Objective 1

**Aspect we want to test:**

1. Are the challenges enjoyable/rewarding to overcome?
2. Does the challenge's difficulty progression match the increase in player ability to overcome them?
3. Is the player interacting with each challenge?

**How data will be analyzed:**

1. To answer the first question we'll analyse the answers to the interview to see if each obstacle is memorable enough.
2. To answer the second one we'll analyze if players progress linearly through the map or if they get stuck in a certain obstacle by using timestamps and coordinates.
3. To analyse the third aspect we'll see if/which obstacles are being avoided and if/which NPCs are being interacted with through the logs.

# Objective 2

**Experience Goal:** We want the player to feel like he has the **skills** to deal with the challenges he encounters appropriately;

**Aspects we want to test:**

1. Are the players using the character's abilities to overcome their obstacles? If not, then why not?

**Data used to answer these questions:** Screen recording, metrics collection and interview;

- Metrics collected: Each ability used will record <timestamp, coordinate, section, ability>
- Interview question: Can you list the different abilities you used? Did the controls for each of them feel appropriate? Were abilities useful for any situation?

**How data will be analyzed:**

1. To answer this question we'll see if players use their abilities, how many times and in which situations. If they don't use them, we'll try to identify the causes for that lack of usage.

# Objective 3

**Experience Goal:** In multiplayer mode we want the players to have **competitive interaction** with each other;

**Aspects we want to test:**

1.  Are the players interacting with each other?
2.  Are players able to comeback and win when behind?
3.  Do fairy items feel useful and balanced?

**Data used to answer these questions:** Screen recording, metrics collection and interview;

- Metrics collected: Each player interaction will record <timestamp, coordinate, section, interaction>
- Interview question: How was it like to play with your partner? Which items would you rather receive? Did you feel like you had a chance to win?

# Objective 3

**How data will be analyzed:**

1. We want players to interact throughout the level so we'll analyse if and when players are using their abilities and fairy items.
2. To analyse if items are able to provide comebacks to players behind we'll analyze player positions when using abilities and items;
3. To see if items are balanced we'll use the interview data and players reactions information to identify over/under performing items

# Instrumentation

During each game, data will be stored in a different file, with one entry for each event. The entries will be the following:

- <timestamp, coordinate, section, interaction>
- <timestamp, coordinate, section, ability>
- <timestamp, coordinate, section, challenge-type>

Where section identifies a specific area of the level, interaction is the name of the item, ability is the name of the ability, challenge-type is obstacle, robot, spirit or fairy.

# Setup

For the setup we'll try to have 2 PC's running the game while recording the gameplay and registering the metrics.

One member will explain the rules to players, one member will be helping during gameplay and another will be conducting the interviews. Interviews will include the questionnaire used in the workshop to identify player's persona.