Testing

Learnings from MA:

* Static tiles (obstacles) used very often
* Movable obstacles rather rare, especially in swapping games
* In collapse levels, a lot of space taken by obstacles (~25%)
* Usual board size 7-9 wide and 9-12 high so we can stay with 8x10 as average
* In collapse levels, large variation of matchable space => could test collapse with obstacles and vary obstacle count to see effects
* Generally, varying number of obstacles present seems to be a good way to test scenarios
* Late game often combines obstacles with removable obstacles as a level goal
* Toy blast, a collapse game, uses overlays (blocked pieces and shielded pieces) a lot
* Spawners (slime blocks) are used a lot by both styles in the later levels
* Collapse levels usually have lower count of special tiles
* Normally just one level objective
* General numbers for special pieces: spawners (slimes) 1-5, obstacles, breakable pieces and overlays 5-30, special tiles (time bombs) 1-10
* Will set test-number for each piece as follows: spawners 1/3/5, obstacles etc. 5/10/20, special tiles 1/5/10

Scenarios to test:

Scenarios were chosen based on own research on real levels in candy crush saga, bejeweled, and toy blast, and through consideration of the information in the MA.

Swapping:

* Score without anything else (bombs active)
* slime + blocked pieces (jellyfish goal)
* slime + blocked pieces + removable obstacle
* time bomb + removable obstacle
* locked pieces + removable obstacle
* time bomb + locked pieces + removable obstacle
* shielded pieces + removable obstacles
* shielded pieces (shielded pieces jellyfish)
* removable obstacles
* obstacles (score)
* removable obstacles + obstacles
* movable obstacles (score)

Collapse:

* score without anything else (bombs active)
* full clear without special tiles
* removable obstacles
* movable obstacles
* slime + blocked pieces
* slime + blocked pieces + removable obstacle

**Start of testing**

Collapse clear: consistent in time and move count, rather simple, most thought goes into collapsing the right pieces to create more fields of color

Collapse score: pretty braindead, and bombs are very useful as you don’t have to match a bomb to make it explode, you can just click on it

Collapse removable: more interesting and some more thinking involved, low obstacle count way too easy, medium and high count seems to not have too much of an effect