PLAY TESTING PLAN

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MDJ

G15 – Grupo 15

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Play Testing Plan

In this document we specify the aspects of our game that we intend on getting feedback from and how to collect said feedback.
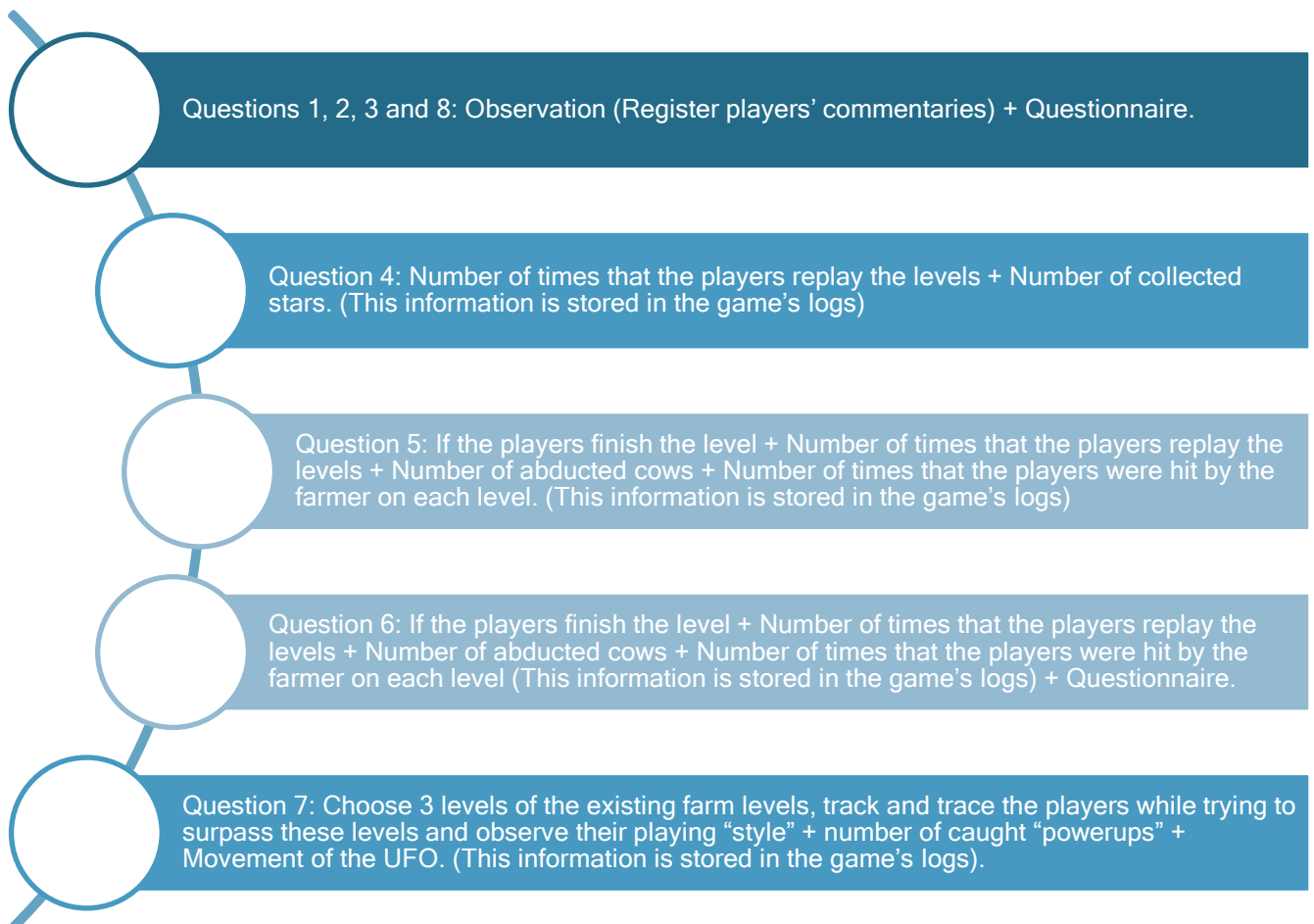
In addition, we expect to be able to offer a *Bragging Rights* card to the first 100 play testers as a token of participation, as is common in most user studies for the participant to win a prize.

Experience Goals

Main Questions	1. Does the level impress the player, with its scenery and design? (Theme: General)
	2. Does the player feel surprised by the different gameplays and difficulties in each specific level? (Theme: General)
	3. Do the players feel engaged to play against each other? (Theme: Versus Mode)
	4. Do the players feel motivated to gather all 3 stars of each level and complete the game? (Theme: Level Star System)
	5. Is the level and its components (farmer's attacks and obstacles) challenging to the player? (Theme: General)
	6. Does the player feel overwhelmed by the level's difficulty? (Theme General)
	7. Do the players feel the freedom to play with their own strategies and approaches in order to surpass the level's obstacles? (Theme: General)
	8. Do the players have fun while playing the game? (Theme: General)

Methods to collect data:

Questions 1, 2, 3 and 8: Observation (Register players' commentaries) + Questionnaire.

Question 4: Number of times that the players replay the levels + Number of collected stars. (This information is stored in the game's logs)

Question 5: If the players finish the level + Number of times that the players replay the levels + Number of abducted cows + Number of times that the players were hit by the farmer on each level. (This information is stored in the game's logs)

Question 6: If the players finish the level + Number of times that the players replay the levels + Number of abducted cows + Number of times that the players were hit by the farmer on each level (This information is stored in the game's logs) + Questionnaire.

Question 7: Choose 3 levels of the existing farm levels, track and trace the players while trying to surpass these levels and observe their playing "style" + number of caught "powerups" + Movement of the UFO. (This information is stored in the game's logs).

Level Star System:

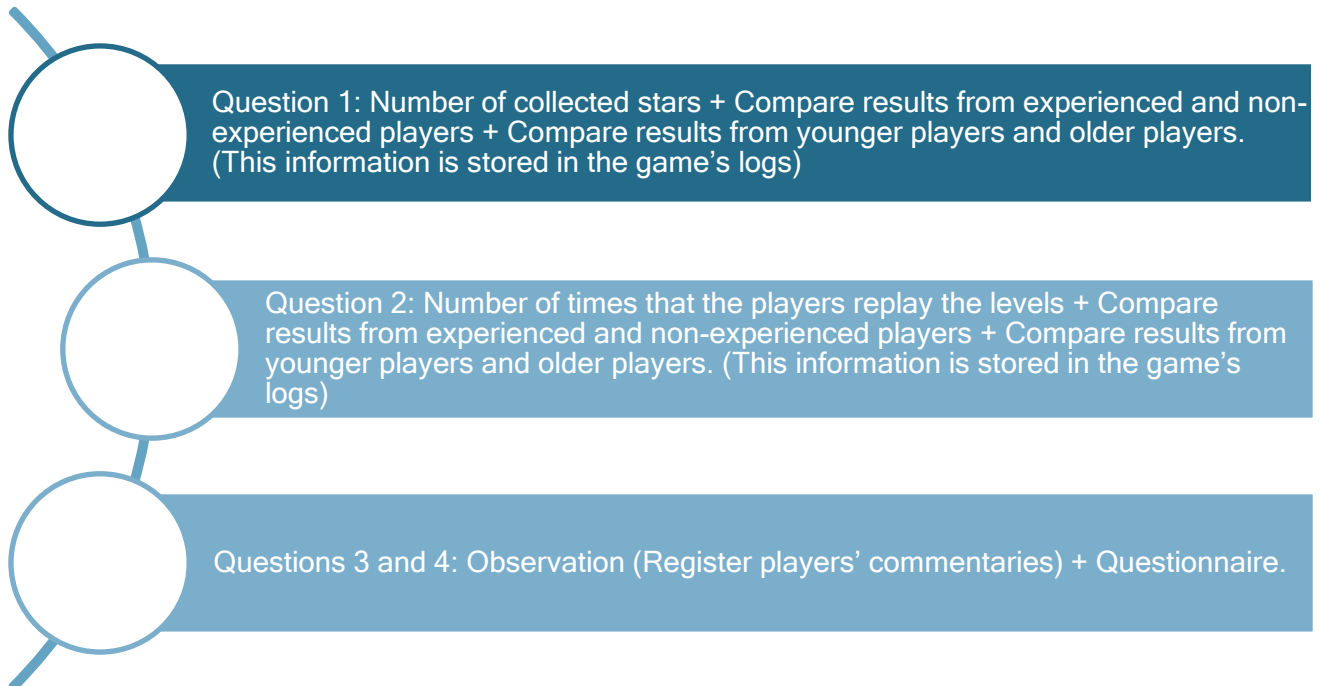| Main Questions	1. How many stars can a player collect at the end of each level? Is there a difference in the number of collected stars between less and more experienced players? Is there a difference in the number of collected stars between children and adults?
	2. How many times does a player replay a level in order to get the 3 stars? Is there a difference in the number of times that it took to collected 3 stars between less and more experienced players? Is there a difference in the number of times that it took to collected 3 stars between children and adults?
	3. Does the player feel a sensation of achievement by collecting all 3 stars of each level?
	4. Does the number of collected stars influence the player to either continue or stop playing the game?

Methods to collect data:

We will have to conduct several interviews with experienced and non-experienced players, and younger and older players and compare the obtained results:
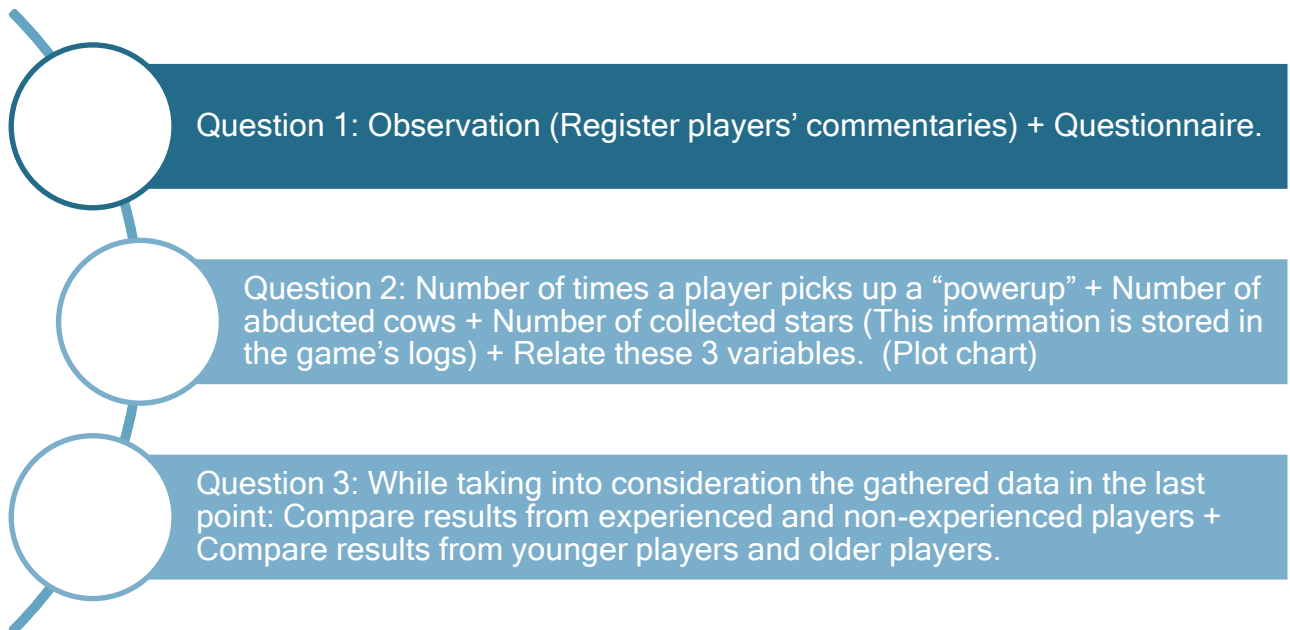
Question 1: Number of collected stars + Compare results from experienced and non-experienced players + Compare results from younger players and older players. (This information is stored in the game's logs)

Question 2: Number of times that the players replay the levels + Compare results from experienced and non-experienced players + Compare results from younger players and older players. (This information is stored in the game's logs)

Questions 3 and 4: Observation (Register players' commentaries) + Questionnaire.

Powerups:

Main Questions	1. Do the powerups make the players feel more powerful?
	2. Do the powerups allow a player to abduct more cows and collect more stars?
	3. What kind of players (experienced, non-experienced, younger players and older players) pickup more powerups?

Methods to collect data:

Once again, we will have to conduct several interviews with experienced and non-experienced players, and younger and older players and compare the obtained results:

Question 1: Observation (Register players' commentaries) + Questionnaire.

Question 2: Number of times a player picks up a "powerup" + Number of abducted cows + Number of collected stars (This information is stored in the game's logs) + Relate these 3 variables. (Plot chart)

Question 3: While taking into consideration the gathered data in the last point: Compare results from experienced and non-experienced players + Compare results from younger players and older players.

Versus Mode:

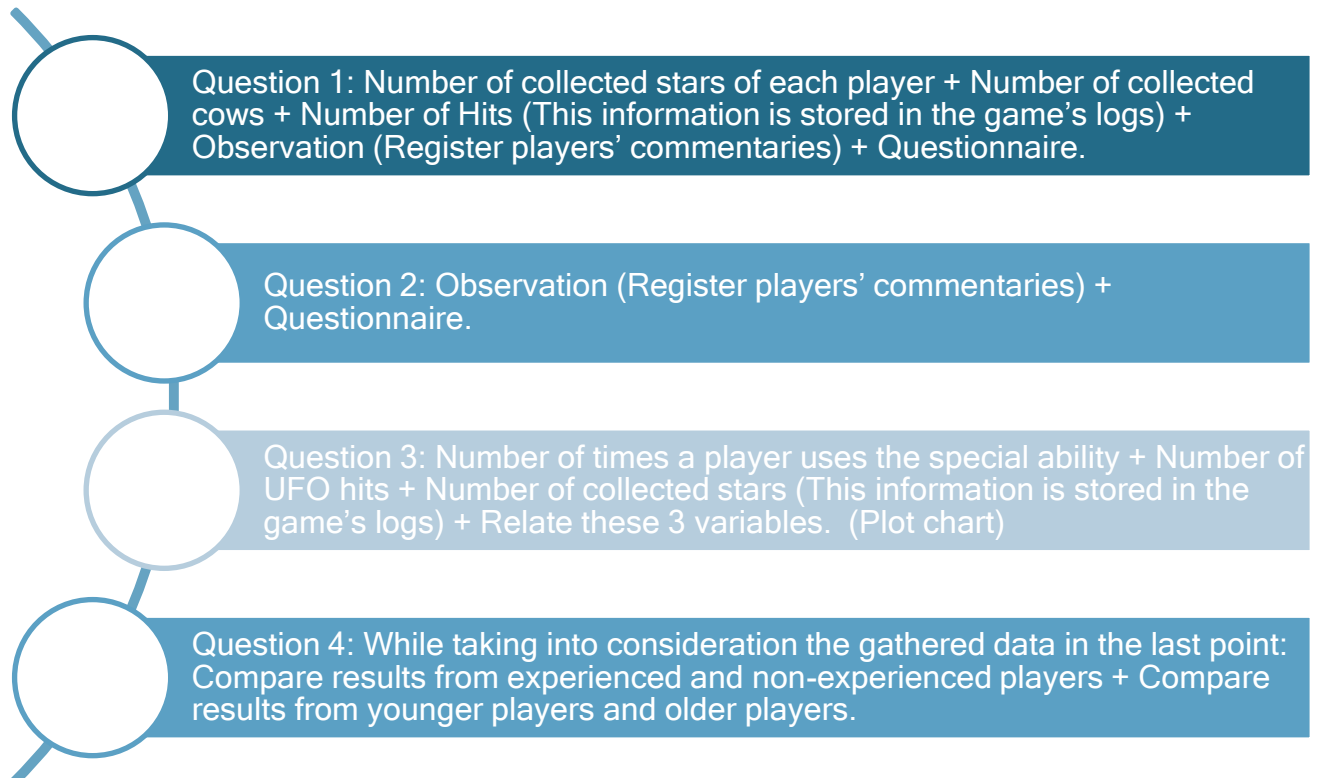| Main Questions	1. Is the gameplay balanced and fair between both players?	
	Player 2 (Farmer):	2. Does the Farmer's special attack make player 2 feel more powerful?
		3. Does the Farmer's special attack allow player 2 to hit the UFO with less difficulty?
		4. What kind of players (experienced, non-experienced, younger players and older players) use the special ability more often?

Methods to collect data:

Question 1: Number of collected stars of each player + Number of collected cows + Number of Hits (This information is stored in the game's logs) + Observation (Register players' commentaries) + Questionnaire.

Question 2: Observation (Register players' commentaries) + Questionnaire.

Question 3: Number of times a player uses the special ability + Number of UFO hits + Number of collected stars (This information is stored in the game's logs) + Relate these 3 variables. (Plot chart)

Question 4: While taking into consideration the gathered data in the last point: Compare results from experienced and non-experienced players + Compare results from younger players and older players.

General (Famer's Attacks and Obstacles):

Main Questions	Do players feel challenged, amused, and entertained?

Methods to collect data:

Observation (Register players' commentaries) + Questionnaire.

Example of a questionnaire to collect data and information:

1. Consent form:

   I consent to the anonymous storing of usage and demographic data for the purpose of statistical and interface evaluation.
   - Yes
   - No

2. Demographic Information:

   Select one of the options below.

   a. Age group:
      - <18
      - 18-21
      - 22-25
      - 26-29
      - >30

   b. Do you play video games?
      - Yes
      - No

   c. If you answered "Yes" in the previous question, how often do you play video games?
      - Yearly
      - Monthly
      - Weekly
      - Daily

   d. How would you describe yourself as a player? (You can choose more than one)
      - Casual (Video game players who do not spend a significant part of their time playing or learning about games)
      - Achiever (Players, who will go to great lengths to gain "points", levels, equipment, and other concrete measurements of succeeding in a game)
      - Conqueror (Video game players that enjoy defeating impossibly difficult foes, struggling until you eventually achieve victory, and beating other players)
      - Socializer (Players, that gain the most enjoyment by interacting with other players, and sometimes, computer-controlled characters with personality in a game)
      - Survivor (Video game players that enjoy escaping from hideous and scary threats, pulse-pounding risks, and love to be terrified and then feel safe again)

   e. How would you rate your experience with video games?
      - Unexperienced
      - Familiarized
      - Experienced

    f.   How easy is it for you to learn a new video game?
- Very easy
- Easy
- Normal
- Hard
- Very hard

The following questions evaluate, in a scale of "1" to "10", the level of agreement of a tested player. "1" means "totally disagree" and "10" means "totally agree".

3. Experience Goals
   a. The elements of the levels were original and under the theme of the game.
   b. The game's levels had a good design and appealing scenery.
   c. Each level of the was not predictable regarding its obstacles and I had to adapt how I play.
   d. The game was challenging.
   e. I felt the need to collect all 3 stars of each level.
   f. I felt challenged by the game's difficulty.
   g. I felt overwhelmed by the obstacles and attacks of the game.
   h. I had the opportunity to develop my own strategies to surpass each level.
   i. The controls were intuitive and easy to use.
   j. I enjoyed playing this game.

4. Level Star System
   a. I had a sensation of achievement when I collected 3 stars at any of the levels.
   b. I tried to collect as many stars as I could.
   c. I felt more influenced to continue playing when I collected more stars.

5. Powerups
   a. When I picked powerups, I felt more powerful.
   b. The powerups made it easier to surpass the level.

6. Versus Mode
   a. The Versus mode motivated me to play against my friends.
   b. I would rather to play this level alone.
   c. I enjoyed playing against another person.
   d. I felt like the gameplay was balanced between the two players.
   e. The controls of both players were adequate and easy to understand.
   f. Player 2 (Farmer):
      - When I used the special attack, I felt more powerful.
      - The special attack made it easier to surpass the level and hit the UFO.

7. Commentaries (User's Commentaries)