Summary

Our endless runner has an over all theme of music. So we are looking for people in the age group of 12 – 21, that like to listen music or have a passion towards music.

We chose to test at school, because it was the most accessible place.

Playing the game is up to the tester. The tester can decide to use the spacebar of the laptop or use the ‘A’ button on a joystick.

The tester will be recorded with a cellphone from one of the developers. The gameplay will be recorded with OBS.

The information/instructions that is given the tester before playing: none.

User test / test plan

Who: the tester that is playing the game is [ **user + target audience**  ].  
What: the tester is playing the game [ **game name** ].  
Where: the tester is playing the game at [ **location + time** ].  
With: the game is played by using [ **game controls** ].  
How: the user test is recorded with [ **record software** ].

Information given to the tester before playing the game: [ **information** ].  
Instructions given to the tester before playing the game: [ **instructions** ].

Feedback given by the tester while playing the game: [ **feedback** ].

Questions asked to the tester after playing the game: [ **questions** ].  
Feedback given by the tester after playing the game: [ **feedback** ].

Rules:  
- Don’t talk with / to the tester while the tester is playing the game.  
- Follow the test plan.  
- Be goal oriented.

Post production

The link to the video of the user test: [ **link** ].