

PlayTest Planning

Group 5

Team Members

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Location

We think the best place to test our final/beta game would be the TU Delft aula. There is a lot of space, and we could use the beamers that are located there.

To test our image-processing, the Drebbelweg building could be an option, because there is a big hall with a balcony, which enables us to film people directly from above.

Testers

Of course we will be extensively testing the game ourselves as a group, but we also want to include other people into the beta testing. Because we have been working on the game for several weeks, we might not be as objective as a normal user would be. It's always a good thing to have multiple opinions and testers, as this will lead to less bugs and better gameplay, and we can always use constructive feedback.

Gameplay

The gameplay we want to test is the most important part. We want to make sure the game feels responsive and intuitive. Users have to be able to easily pick up on the game mechanics. Painting brushstrokes should feel natural to the users, and blending colours together should be easy as well. Also, players should be able to freely roam the canvas; they should not be limited in their movement.

Schedule

Week 7: We would like to start testing with just a camera in this week. Hopefully we will be able to do this at the Drebbelweg building. Also we would like to test the setup we have in mind with multiple beamers and the camera in the Tu Delft aula, so we will be prepared for the beta.

Week 8: Beta testing starts this week. We want to include other people to help with the testing, and we want to be able to test our full setup in the TU Delft aula.

Week 9: Testing will continue in week 9, and we will be trying to remove the final bugs and flaws from the game. At the end of this week we have our public game demo, and the game should be finished and fully tested.