

Guudo



OMNI

Test Plan

Version 4.0

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Contents

Version History	3
Version 1.0.....	3
Version 2.0.....	3
Version 3.0.....	3
Version 4.0.....	3
Version 5.0.....	3
Objective / Vision	4
Play Test Session 1 (16/09)	4
Play Test Session 2 (07/10)	4
Play Test Session 3 (14/10)	4
Play Test Session 4 (28/10)	4
Milestones	5
Play Test Session 1 (16/09)	5
Play Test Session 2 (07/10)	5
Play Test Session 3 (14/10)	5
Play Test Session 4 (28/10)	5
Play Test Recordings.....	6

Version History

Version 1.0

Added:

Base foundations to documentation. All important details should be carefully read to attain accurate details.

Sections Added;

- Version History
- Objective/Vision
- Milestones
- Communication Processes

Version 2.0

Added:

- Objective Vision: Play Test Session 1 (16/09)
- Milestones: Play Test Session 1 (16/09)
- Play Test Recordings Information table implemented + Play Test Session 1 info included

Version 3.0

Added:

- Objective Vision: Play Test Session 2 (07/10)
- Milestones: Play Test Session 2 (07/10)
- Play Test Recordings: Play Test Session 2 information implemented

Version 4.0

Added:

- Objective Vision: Play Test Session 3 (14/10)
- Milestones: Play Test Session 3 (14/10)
- Play Test Recordings: Play Test Session 3 information implemented

Version 5.0

Added:

- Objective Vision: Play Test Session 4 (28/10)
- Milestones: Play Test Session 4 (28/10)
- Play Test Recordings: Play Test Session 4 information implemented

Objective / Vision

Play Test Session 1 (16/09)

The objective of this play test is to see if the player can fulfil the following criteria;

- The player can complete the maze
- The player gets thrown off at least once.

Play Test Session 2 (07/10)

The objective of this play test is to record information for the following criteria;

- Is the player enjoying their play experience?
- Is the player controller smooth?
- Can they start and finish the level?
- Do they understand the objective?

Play Test Session 3 (14/10)

The objective of this play test is to record information for the following criteria;

- How many items did they pick up
- Are they enjoying their experience?
- Do they understand how to play the game?
- How difficult was their playthroughs?
- Can they finish the levels?
- Have they found any bugs?

Play Test Session 4 (28/10)

The objective of this play test is to record information for the following criteria;

- How many items did they collect?
- Did they achieve a perfect score?
- Was navigating the customisation level difficult?
- How was the music?
- Did they find any bugs?

Milestones

Play Test Session 1 (16/09)

The game should have all 1st pass assets included

Play Test Session 2 (07/10)

The game should have the tutorial level laid out to be tested. Including all 2nd pass assets that are required in this scene. Lighting should NOT be implemented as of now.

Play Test Session 3 (14/10)

The game should have the Jungle level layout & Caribbean. All 2nd pass assets that are required in this scene should be included. Lighting should NOT be necessary for these levels.

Play Test Session 4 (28/10)

All game features should be now implemented. All assets should be textured and polished. Lighting should NOT be implemented yet.



Play Test Recordings

	Test Type	What will be tested	Time/Place	Information expected to be obtained
Play Test 1	Observational (Face to Face testing)	Challenge Factor of gameplay + puzzle solutions	16/09/20 – 9:30am-12pm AIE Mountain St Campus	The puzzle difficulty is too high and needs to be optimized for better gameplay experience
Play Test 2	Questionnaire	Clarity and Fun Factor	07/10/20 9:30am-12pm AIE Mountain St Campus	The character feels off in the way it jumps and moves around the environment
Play Test 3	Paragraph Answers	Balance of Encounters, art aesthetic	14/10/20 9:30am-12pm AIE Mountain St Campus	The player takes too much damage going into water and falling from a great height.
Play Test 4	Paragraph Answers	Level Flow, Challenge Factor, and Pacing	28/10/20 9:30am-12pm AIE Mountain St Campus	The level flow is off-putting and cannot be completed.

For attained results, please see attached document titled;
'Omni_playtestreport'