

# Guido



**Test Plan**

**Version 4.0**

Last Edited by Mitchell Sayer

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# 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 1<sup>st</sup> pass assets included

### Play Test Session 2 (07/10)

The game should have the tutorial level laid out to be tested. Including all 2<sup>nd</sup> 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 2<sup>nd</sup> 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.