Testing Plan

Hypothesis: **The audio cues of an object being an affordance under a dark and spooky environment could act as a stimulus to prompts the user to proceed the game in a slower pace and more cautiously in natural manner.**

1. **Introduction**

    To commemorate the Halloween festive season, I included elements that makes the prototype into a full-fledged spooky and horror theme. The concept remains the same as a sneaking game and the goal would be to sneak into the kitchen to the fridge as usual.

2. **Tutorial / Instruction for Prototype**
    a. Player Movement

        Left arrow, right arrow, up arrow, down arrow

    b. Camera Rotation

        Mouse

    c. Torchlight

        "T" key

        ** Turn on and off for the torchlight

        ** As the game is held in dark environment, it is advisable to always have to torchlight on.

    d. Audio Cues

        Signals to provide information for certain objects.

        **There will be spatial environmental volume feedback to inform you the proximity between the entity that triggers something.

3. **Time on Task && Blinding Testing (Observation)**

    Attempt/s:

    Time:

    Observation:

4. **Interview Questions (Heuristics for game evaluation & retrospective probing)**
    a. What is your current feeling after experiencing this survival horror sneaking game?

    b. Can you please list down all the game over object audio cues and trigger reason respectively?

        (Let them know all the mechanisms if they did not answer all of it correctly)

    c. Is there any part in this prototype that catches your interest?

        (In terms of you thinking it being good or bad?)

d. Can you please rate the following aspects?

    i.   Game Mechanic (e.g., fake fridge)

Dull | | | | | | Interesting

    ii.   Player Control (in terms of freedom and perspective)

Insufficient | | | | | | Sufficient

    iii.   Immersion (related to spooky theme)

Low | | | | | | High

    iv.   Audio Cues (guidance)

Not helpful | | | | | | Helpful

    v.   Re-playability (replay value)

Low | | | | | | High

e. To conclude this session, any final thoughts on suggestion, improvements, or your overall experience?

(Catches your interest? – good or bad?)