**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.

1. **Tutorial / Instruction for Prototype (Demonstration)**
2. Player Movement

**Left arrow, right arrow, up arrow, down arrow**

1. Camera Rotation

**Mouse**

1. 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.

1. 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.

1. **Time on Task && Blinding Testing (Observation)\**

Attempt/s: **8**

Time: **172.2 sec/s**

Observation:

The participant was proceeding very fast for the first 4 attempts and did not know why he keeps dying. The participant knows there are audio cues but does not know the information it provided which causes the participant to keep trying all over again. The participant was frightened by zombie jump scare he triggered when reaching the fake fridge. This has resulted in causing the participant being more tense and playing the game slower from the 5th attempt onwards. The participant started to move very slowly when hearing the audio volume being at the highest and move slightly faster when the volume is getting lower.

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

I am still confused even after completing the goal. I could not understand what the audio cues are trying to tell me. All I can guess is that I am sort of in “danger” when I hear the audio is very loud and I decided just to move very slow when proceeding.

1. 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)

No. I do not know the game over triggers for all the respective objects. My best guess is the pumpkin is making a beep sound and I hear a screeching sound from the spider on the ceiling. I just forgot everything after I saw the spider appearing in front of me.

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

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

I will give credit for the zombie that suddenly appears in front of the fridge. That was scary. I only realized the visual wording of the “fridge” being sort of a troll after getting the zombie scare. This is definitely a good one.

1. Can you please rate the following aspects?
2. Game Mechanic (e.g., fake fridge)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Dull |  |  |  | **✓** |  | Interesting |

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

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Insufficient |  |  | **✓** |  |  | Sufficient |

1. Immersion (related to spooky theme)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Low |  |  | **✓** |  |  | High |

1. Audio Cues (guidance)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Not helpful |  |  |  | **✓** |  | Helpful |

**Does not meaning, jut can hear it**

1. Re-playability (replay value)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Low |  |  |  |  | **✓** | High |

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

(Catches your interest? – good or bad?)

I prefer having a jump option that could avoid the object, especially like having a safe spot I can go to when to zombie attack me so I can continue instead of starting all over again.