**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: **4**

Time: **74.4 sec/s**

Observation:

Attempt 1: The participant did not seem to know what the beeping sound implies and received its first game over straightaway after crossing the partition.

Attempt 2: The participant started moving more cautiously and slowly but got frightened

by the ghost jump scare.

Attempt 3: I believed the participant is a little traumatised with the previous few attempts

and now proceed while facing the floor but still got shocked by another spider

jump scare.

Attempt 4: The participant was sceptical of the fake fridge being a troll and has prepared mentally to explore the fake fridge, which eventually turn out that his suspicion is true and just laughed over it.

Attempt 5: The participant then managed to breeze through the whole game towards the end after knowing all the game mechanics.

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

To be honest, the ghost jump scare got me good. I basically freaked out and was on “super high alert” mode after that onwards. The beeping sound did get as I believed I am getting too close to the pumpkin which my mind keeps telling to “stay away from it”.

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)

I believe the pumpkin let off a beeping sound and the volume is affected by the distance which will be the loudest when very close to it.

The ghost will make a sound after you looked at it at least once but I do not know what triggers the jump scare.

The spider works the same as the pumpkin, which will make a screeching sound and loudest when very close to it.

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

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

I think the audio cues do its work one way or another, even if I am not entirely sure what kind of warning it is offering me, it still makes me more nervous which keep me in check when moving forward.

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

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

**Giving hope, but not**

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 |

* **Good Indicator**

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 would suggest having a way or method to include a diversion for trigger such as the ghost jump scare that can be avoid with hiding inside a cabinet instead of an instant kill unless it is intentional.