**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. **Story Setting**

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: **6**

Time: **Did not finish (DNF)**

Observation:

Attempt 1: The participant did not know what happened after receiving the first game over

by getting too close to the pumpkin.

Attempt 2: The participant was moving more cautiously while paying attention and

confused after getting the spider jump scare.

Attempt 3 & 4: The participant keeps dying on the same spot around the fake fridge area which

was being too close to the second pumpkin

Attempt 5: The participant tried to manoeuvre around that area but still die from being too

close to the second pumpkin.

Attempt 6: The participant was frustrated, and I decided to call it off as I believe it the

information on this participant is sufficient for my evaluation.

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

I am just annoyed with myself keep getting stuck and dying at the second pumpkin area.

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 am pretty sure the pumpkin makes a beep sound and will gradually getting louder when you are getting closer and eventually die. I did not know about the ghost mechanics as I only barely see it once in the corner as my mind just tell me “There is a ghost, don’t look at it. I know the spider make a hiss sound and perhaps will die when getting close, similar to the pumpkin.

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

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

The sound elements are actually a good audio cues for me personally, as it sort of keep telling me to be aware of danger when moving forward, which I will definitely look around the room with the torchlight to see what is actually happening and making all these noises.

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 |

**Intensity**

1. Re-playability (replay value)

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

**Didn’t finish (time limit due to session)**

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

(Catches your interest? – good or bad?)

Just a suggestion for increasing the pathway width, I know there is a reason to make people thinking “the pathway is hard to walk which you want them to move slowly” but I think having it a little wider would allow people that are not game-oriented like me having an easier time, just because I really want to finish it!