Testing: Herb da Derp

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I. Software Testing:

A. Introduction:

<u>Intended Outcome:</u> To test and see if there are any bugs/errors in the code, or any warnings that could pose a problem in the future. The desired outcome is to have no errors or critical warnings occur apon running/ building or running the application (after it has been built)

B. Testing:

<u>Outcome:</u>

Logic errors:

- The game keeps the player health of previous run
- Drops spawn outside of playable area

Warnings:

Other Errors:

- Sometimes there would be no visual animation for abilities
- Clipping through certain parts of terrain

II. Gameplay Testing:

A. Introduction:

<u>Intended Outcome:</u> average time should be about three minutes for the first three levels which are the easy levels.

B. Test Environment:

Independent Variables: floors generated, gameplay, player
Dependent Variables: time of run(seconds)
Constants: Only the first three levels will be tested

C. Test Results:

Run Times Avid Gamers:

Player	P1	P1	P2	P2	P3	P3	P4	P4
Run	1	2	3	4	5	6	7	8
Level 1 Time (Seconds)	20	22	18	23	46	22	18	27
Level 2 Time (Seconds)	20	33	Died in 10	24	21	Died in 9	19	14
Level 3 Time (Seconds)	Died in 2	18	N/A	22	16	N/A	15	14
Total Time (Seconds)	42	73	28	69	83	31	52	55

Average time for completed runs is: 66.4 seconds

Run Times for Average/Non Gamers:

Player	P8	P9	P9	P9
Run	1	2	3	4
Level 1 Time (Seconds)	Died in 5	Died in 41	Died in 24	Died in 18
Level 2 Time (Seconds)	N/A	N/A	N/A	N/A
Level 3 Time (Seconds)	N/A	N/A	N/A	N/A
Total Time (Seconds)	5	41	24	18

D. Observations:

Players	Observations
P1 (James)(dev) (avid gamer)	First run, I was on a good pace to complete the set of levels in 1 minute but enemies spawned very close to me in a circle and I died in 2s upon spawning into the level. Second playthrough, went better without the enemies spawning inside me and I had no real issue beating the levels quickly
P2 (Trinity)(dev) (avid gamer)	During the first run, I got hit a lot by the enemies (mostly by the lotus) in the first level, which made it easier to die in the next level and the health items barely heal. The next run went a lot better when I dodged enemy attacks more.
P8 (Non gamer)	Died almost immediately. Struggled to grasp controls.
P3 (avid gamer)	First instinct is to get familiar with surroundings and abilities. Moved around the level initially before attacking the enemies. Tried to dash through projectiles and died. P3 didn't use e. Was familiar with kiting techniques to prevent damage from being taken. Only selected attack for card buff.
P9 (Non gamer)	Not comfortable with using a mouse to attack. Roamed around the play area.
P3 (Jefferson) (dev) (avid gamer)	It was relatively easy for me to kite around. The separations between enemies really delayed the time to finish a level. The way some of the maps were laid out can delay the time to complete a level. Grouped up enemies made it easier to finish the levels.

D. Conclusions:

Many of the players in the test struggled with surviving through the levels which resulted in them dying early. There was a massive difference in completion between non-gamers and avid gamers in the test. During testing it was apparent that no one made effective use of the player's abilities making it not useful. On average, the avid gamers were able to complete a run in about 1 minute if they survived through all three beginning levels. All of the non gamers were not able to complete a run and all died in the first level. Since half of the test subjects were the developers of the game, the data gathered is really biased.

Issues encountered:
- Number of enemies and their stats should scale with level
- There should be more buffs for cards
- Needs a more intuitive interface
- Besides potions there are no other ways to sustain through each level
- There is no visual feedback for buffs