

Map Maker's Guide to Hawai'i Testing Plan

EGD-220-05 Team 2 Sprint 2

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Testing Goals

- Goal 1:** Make sure the core gameplay loop is engaging & fun.
- Goal 2:** Make sure the controls are intuitive and that the player is able to do everything they need to with the controls easily.
- Goal 3:** Check on people's existing knowledge of Hawaiian culture (in survey)
- Goal 4:** Find any bugs in the game.

Testing Script

- Introduce the testers to the game & let them know about any known bugs.
- Go over the goal of the game.
- Go over the game's controls.
- Have the testers start playing
- Observe the testers' gameplay and take notes whenever they seem to get stuck or if a new bug is found.
- Once they finish, have each tester fill out the survey.

Post-Testing Survey Questions

- Question 1:** Did the drag and drop controls make sense with the game? (1-5)*
- Question 2:** Did the path drawing controls make sense with the game? (1-5)*
- Question 3:** Any other comments on the game's controls? (short answer)
- Question 4:** Did you get stuck or confused at any point in the game? If so, what did you get stuck / confused on? (short answer)*
- Question 5:** Did you enjoy playing the game? (1-5)*
- Question 6:** Any other comments on how the game plays? (short answer)
- Question 7:** How would you rate your knowledge of Hawaiian culture before playing the game? (1-5)*
- Question 8:** How would you rate your knowledge of Hawaiian culture after playing the game? (1-5)*
- Question 9:** Any other comments on the educational aspects of the game? (short answer)
- Question 10:** If you experienced any bugs during the game please let us know here. (short answer)