Clockwork Foundries Testing Document

[**Testing Plan**](#_8muow57ak3wx) **4**

[**Test Results (written by the dev)**](#_y6vw79br0jrv) **4**

[**Test Script**](#_w6ekz635nd72) **4**

[**Tasks**](#_hl7neabeo1cm) **5**

[**Testers Feedback**](#_h4wzbyruf0kn) **5**

[**Test 1**](#_bdltsm3dlzi8) **7**

[**Test Results (written by the dev)**](#_7ur32oaw167k) **7**

[**Testers Feedback**](#_un42zv153fkt) **8**

[**Projected changes**](#_wac45ob3l0f7) **8**

[**Test 2**](#_wxvacmc2j56o) **9**

[**Test Results (written by the dev)**](#_5hxjgzruuew3) **9**

[**Test Script**](#_dr596qwoatjv) **9**

[**Tasks**](#_xqr3n9f4gnce) **10**

[Observations](#_vflczgwv6003) 10

[**Testers Feedback**](#_gskk2x43vwia) **10**

[**Projected changes**](#_1cvem246fi7e) **11**

[**Test 3**](#_rimvs1ht0qm7) **12**

[**Test Results (written by the dev)**](#_ixj14xr5130s) **12**

[**Test Script**](#_6ktb1nyupz68) **12**

[**Tasks**](#_603nw01x9oyi) **13**

[Observations](#_2mfkhnley476) 13

[**Testers Feedback**](#_mxzzheigobul) **13**

[**Projected changes**](#_9j3uaz3k013z) **14**

Revision History

| Date | Editor | Alterations |
| --- | --- | --- |
| 28/3/22 | Jack Fogarty | Document created |
| 26/4/22 | Jack Fogarty | Created the two sections Test Plan and Test Script  Added the tasks section and expanded on the previous ones |
| 27/4/22 | Jack Fogarty | Completed a test and recorded results |
| 2/6/22 | Jack Fogarty | Began preparing for a testing session  Documented test results |
| 3/6/22 | Hamish Redpath | Added third test (using the same testing measures as the prior test) |

Our first form of testing will check for the basic functionality of gameplay mechanics and systems. Once we are satisfied we will move on to user testing.

# 

# Testing Plan

**Test Details**

Date of test:

Test Version:

Test Environment:

**Tester Details**

Name:

Demographic/Type:

Age:

Other Notes:

# Test Results (written by the dev)

Observe the tester navigate the explorable camp and combat scenario.

**Observations**

What was the first thing the player did when starting the game?

How did the player approach the combat situation?

Did the player play the way we expected?

How did the player explore the camp?

Was the player able to understand the UI?

Did the player talk to all the NPCs in the camp?

Did the player complete the tasks?

# Test Script

**Screening questions** (prior to testing)

What’s your name?

How old are you?

What kind of gamer are you? (casual, mid-core, hardcore)

What is your experience with video games?

What are your top genres of video games?

**In-Test Questions** (These do not have to be asked but they can give us some great info)

What do you expect to happen in this scenario?

Why did you perform that action?

What results were you expecting?

What are your thoughts on the [UI, Map, Location] design?

**Post-Test Questions**

How was your overall experience?

What part of this game did you find fun?

Was there any part of the game you didn’t like or think it can be improved?

How was the challenge?

# Tasks

These tasks are the main activities that we hope the tester will complete.

Explore the camp

* Move about the camp to get to know the location

Talk to the NPCs in camp

* There will be at least 2 NPCs for the player to find and speak to

Leave camp

* Find the camp’s exit and leave

Complete a combat encounter

* Once outside the camp, there will be a combat encounter

Make use of the time warp

* While in combat makes use of the time travel aspect of the game

# Testers Feedback

Positives:

Negatives:

Overall:

# 

# Test 1

**Test Details**

Date of test: **27/4/22**

Test Version: **0.1**

Test Environment: **Explorable hub and combat scenario**

**Tester Details**

Name: **Sophi**

Demographic/Type: N/A

Age: **20**

Other Notes:

# Test Results (written by the dev)

Observe the tester navigate the explorable camp and combat scenario.

**Observations**

*What was the first thing the player did when starting the game?*

Go for the switch

*How did the player approach the combat situation?*

*Did the player play the way we expected?*

No

*How did the player explore the camp?*

No

*Was the player able to understand the UI?*

Yes

*Did the player talk to all the NPCs in the camp?*

N/A

**Other observations:**

* Player kept swapping between past and present selves
* Player could spawn infinite copies of themselves
* Seems to enjoy it
* Camera can tilt on collision
* Likes the silliness
* Was confused as to who enemies were
* Overall, pretty good

# Testers Feedback

Positives:

* The game was easily controlled

Negatives:

* Could not exactly tell who was the enemy

Overall:

* Positive experience

# Projected changes

Based on feedback and observations

**Overworld:**

* Change movement system
  + Make it similar to combat movement.

**Combat:**

* Fix the bug that allows players to make infinite copies of themselves
* Make enemies more obvious

# Test 2

**What are we looking for in this test?**

* Can the player understand how to control the character in the overworld?
  + Includes interacting with an object, navigation and engaging in a battle.
* Can the player understand how to use the battle scene controls
  + Can the player make sense of the UI?
  + Does the player know who the enemy is?
* Receive feedback on artstyle

**Test Details**

Date of test: 2/6/22

Test Version: 0.2

Test Environment: Updated explorable hub and combat scenario

**Tester Details**

Name: Gautam

Demographic/Type: casual

Age: 20

Other Notes:

Mostly played RTS

# Test Results (written by the dev)

Observe the tester navigate the explorable camp and combat scenario.

# Test Script

**Screening questions** (prior to testing)

What’s your name?

How old are you?

What is your experience with video games?

What kind of gamer are you? (casual, mid-core, hardcore)

What are your top genres of video games?

**In-Test Questions** (These do not have to be asked but they can give us some great info)

What do you expect to happen in this scenario?

Why did you perform that action?

What results were you expecting?

What are your thoughts on the [UI, Map, Location] design?

**Post-Test Questions**

How was your overall experience?

What part of this game did you find fun?

Was there any part of the game you didn’t like or think it can be improved?

How was the challenge?

# Tasks

* Explain to tester what the context of the game is
* Try not to hold their hand
* If tester has questions answer them
* Question tester on artstyle

## Observations

* Movement was done semi-easily
  + Had some trouble with navigation
* Expressed interest in using vehicles
* Was able to engage in fight
* Knew who was enemy
* Player was not able to make infinite copies of the character in the combat scene
* Says it's interesting
* Combat is weird
* Questioned functionality
* Confused with UI elements
* Could use better labels
* Likes artstyle
* Liked Environment
* Could be more variable
* More lively
* Provide more context to actions

# Testers Feedback

Positives:

* The character art fits with the concept
* Navigation is functional

Negatives:

* Could not understand the UI much
* Not much variation in the environment
* Not much player feedback when performing actions in combat

Overall:

* Interesting concept

# Projected changes

Based on feedback and observations

**Overall:**

* Provide more narrative
  + Tell players why they are here and what their mission is
* Make grid movement more clear to player

**Overworld:**

* Will create more interactions for the player
  + Perhaps allow them to use vehicles
* Expand the environment design
  + Convince the player they are in a different time and place

**Combat:**

* Redesign UI button icons
  + Make their function clear to player
* Design some feedback systems
  + So the player can feel their actions taking place
* Update the cursor by either
  + Changing opacity,
  + Changing the shape so something more akin to a pointer, or
  + Removing it (just use the default mouse)
* Give more feedback to the player
  + So that they can feel their are accomplishing something

# Test 3

**What are we looking for in this test?**

* Can the player understand how to control the character in the overworld?
  + Includes interacting with an object, navigation and engaging in a battle.
* Can the player understand how to use the battle scene controls
  + Can the player make sense of the UI?
  + Does the player know who the enemy is?
* Receive feedback on artstyle

**Test Details**

Date of test: 3/6/22

Test Version: 0.2

Test Environment: Updated explorable hub and combat scenario

**Tester Details**

Name: Caleb Oliveri

Demographic/Type: mid-core

Age: 21

Other Notes:

Enjoys the fallout franchise, hasn't played too many other 2D RPGS, homebrews DND campaigns recreationally

# Test Results (written by the dev)

Observe the tester navigate the explorable camp and combat scenario.

# Test Script

**Screening questions** (prior to testing)

What’s your name?

How old are you?

What is your experience with video games?

What kind of gamer are you? (casual, mid-core, hardcore)

What are your top genres of video games?

**In-Test Questions** (These do not have to be asked but they can give us some great info)

What do you expect to happen in this scenario?

Why did you perform that action?

What results were you expecting?

What are your thoughts on the [UI, Map, Location] design?

**Post-Test Questions**

How was your overall experience?

What part of this game did you find fun?

Was there any part of the game you didn’t like or think it can be improved?

How was the challenge?

# Tasks

* Explain to tester what the context of the game is
* Try not to hold their hand
* If tester has questions answer them
* Question tester on artstyle

## Observations

* Movement was clear but was confused with control scheme
* Quickly identified his objective in the hub world
* Asked how to attack enemy
* Asked what some of the buttons were (and why they were not working)
  + Understood inventory button & time travel button
  + Unsure how to end his turn
* Wanted to be able to see enemy actions in combat
* Stated the character design was nice

# Testers Feedback

Positives:

* Liked world design

Negatives:

* Had difficulty with the UI
* Had difficulty interacting with the combat
* Didn’t like the world border

Overall:

* Likes the world design after it was explained, wanted to see more in game

# Projected changes

Based on feedback and observations

**Overall:**

* Reduce size of cursor and movement buttons
* Vary the world border in later builds
* Add a visual indicator of enemy attacks
* Add name pop-up when hovering over a button
* Provide some form of tutorial at the beginning of the players first combat