Clockwork Foundries Testing

| 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 |

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.

# Test 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 Plan

**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:

**Wears pink**

# 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