

Test plan

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1 Introduction

Using thinking aloud testing and field trials, I will test where the digital prototype of the Energy Game loses engagement and what causes inaccuracies in the results.

1.1 Objective

The objective is to find what causes players to lose engagement in the game. When playing the physical game, the players stay engaged entirely throughout. Previous observations have indicated that as a result of players losing engagement their results are inaccurate.

2 Test Methodology

2.1 Test Tasks

- The game will be played from beginning to end. This test is entirely about gauging the player engagement and accuracy of the results, and where this can be improved. Users will be tasked with providing comments throughout the test, which will be noted.
- After the test, the user will fill in a questionnaire of a combination of open and multiple choice questions.
- The Energy Game will take between 10-20 minutes per player, and the questionnaire should take around 10 minutes as well.

2.2 Test Completeness

The test is complete when the player has played through the Energy Game once and has filled in the survey. Even if the results are inaccurate, the test is still considered a success.

3 Test Deliverables

- Test plan: This document
- Survey Results: A spreadsheet of all test results
- Test insight report: A report of the insights gained

4 Resource & Environment Needs

4.1 Testing Tools

All I need for the test is an Android phone. If the tester has it, then they can download the app themselves. Otherwise, I will need to acquire one myself.

4.2 Test Environment

There are no extra requirements other than an Android phone

4.3 Test audience

The audience of the test will be students, therefore age range of about 19-23. The test will require anywhere between 15-30 users for a usable result.