

Test Report

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1 Introduction

In this report we will discuss: why we did user tests, the results of the user tests and how they helped us.

2 User tests

First of: what are user tests. User tests are tests done with people in your target group. These tests consist of: a game that is not completely finished, test subject, in this case it were 2 persons, and someone from the game project that observes the test. The test subject is asked to play the game, after he played the game, he is asked a couple of questions. Then the test is concluded.

3 Purpose of user tests

The purpose of the user tests is that we can get feedback at our game. This feedback will prove if we are on the right track or that we have to redesign our game completely. When we began our user testing we had thought of some improvements for the game. To see if they were really improvements, we tested them with the user tests. We also prepared some questions for the test subjects. We did this because we wanted answers on some questions. We also had time for the test subject to say what he wanted to say, so he could possibly say things that we had never thought of.

4 Questions tried to answer

As said in the last section, we had some questions we wanted to answer. One of these questions was: which of the views for the throttler they liked the most, and why. Another question we wanted to answer was: do people actually like our game. Finally we wanted to know if people had suggestions for our game.

5 Results

The results of our test where for the most part usefull, because most people liked our game and seemed to have fun with our game. This helped us to know that we were in the right area with our game. But our first question, was also a difficult question for the test subjects to answer. The conclusion was that it improved the gameplay, but it was way less interesting to play. Another aspect of our game, that needed perfection was that, we needed random tracks. This because the game needed to be interesting.