Test Report

Test Objectives

My test is aimed at rooting out issues in understanding the technical manual. It is important to note that this is not a test of ease or test of accuracy. Some of the steps are not going to be easy, some of the steps may require numerous hours and days of practice to get perfected. Instead, I seek to ensure that I provide the audience with the knowledge required to understand and practice these steps and concepts. Additionally, this test will also help root out small grammatical and spelling errors (if any).

Audience

This test is going to be focused on fellow gamers and experienced League Players. The purpose of this is to get assistance from subjects who are primed for playing games and critiquing my manual based on previous knowledge. Inviting non-gamers may be harmful to the progress since so many different concepts will be new to them and it will take too long to explain certain topics.

Non-league players will be un-tainted by the game and thus bring original ideas or bring up issues that a League player may attribute to something else, while not requiring any introduction to games.

League players will recognize certain concepts and understand how they may best fit into explanations.

Test Subjects

Chris Mack, Teenager, Experience with League: Ranked Diamond II

Charlie Sherwood, Early Twenties, Experience with League: Never Played

Noah Kemery, Early Twenties, Experience with League: Never Played

Tasks Assigned

Subjects were provided with manual and were required to do the first portion of the manual that they must do before they can play. This may be the biggest hurdle for some players, so ensuring clarity is paramount.

After completing the install, they are to complete the tutorial portions of the manual. It is specified that the players should take their time on the last two parts of the tutorial since it will help them get their bearings.

Once they completed the tutorial, I gave them the choice to continue to play a non-scripted online match against real players. But insisted they read through some of the manual before doing so. This way they would have a better idea of how to play the game, before starting a real match.

This highlights an oddity regarding the manual, the manual cannot be referred to consistently during an online match. The pace of the game deems it so unless the player is willing to get killed in the game multiple times.

What Occurred

Charlie began with great speed at first, once downloaded he spent some time thinking about what name to give himself. After which he began the tutorials, he ran around aimlessly on the beginner level for a few seconds, after which he re-oriented himself once the scripted narrator told him to progress in the direction of the arrows.

He switched out characters multiple times to test them and see what they were capable of before he settled on one and finished the first part of the tutorial. He asked if he could finish the test at that point since it had taken a little bit (he and I were both on hard time constraints that day). I told him that he was free to do so, and we cut the session short.

Noah began with downloading League he steadily made his way through the tutorial and selected his username. He proceeded through the tutorial with little issue.

When he got to playing a blind pick match, he was a little confused about the monsters and was curious from what he could gain from killing them. Noah continued with the test although with some minor trouble with the jungle monsters.

Chris flew through all of the parts (as a diamond player). He had little in the way of issues of playing through. He was quick and even played through the blind pick quickly.

Comments

Charlie commented that a couple of parts in the download instructions seemed open-ended and didn’t properly set up expectations. This included mentioning that once you click download on the League website, that it would open a new tab. He also suggested that I mention how the users could close out of the window once the downloader was installed and running. Other than that, he claimed that the instructions were otherwise clear and while foreign seemed like it would be easier to understand with time.

Noah wanted more information about the monsters such as XP gain, gold, strength. I also mentioned how the monsters have specific stats and he claimed he would like some of that info. I included some of the weaknesses of monsters in the jungle, like how the Red Brambleback is weak to physical attacks.

Chris made numerous comments about the content of the manual. He claimed that the manual was well written and easy to understand for the most part. He mentioned how I missed parts on Summoner’s spells. He also mentioned some specifics of jungling such as avoiding lanes that are losing.

Plans for Revision

Regarding Charlie’s comments, I have already added the suggested changes and provided a glossary of terms and monsters to help provide information regarding certain topics in a localized spot. I have also re-read my steps to quantify the ease of reading.

Regarding Noah’s comments, I have already implemented a monster compendium with pictures, general strength and buffs provided by certain monsters.

I included a summoner’s spell section with the Runes portion of the manual to make up for missing them. I also included the jungling content as part of the section and even put a part in the jungler section for pathing