

UAT

Introduction

The purpose of this UAT is to find out if my game meets the main features I set out in my document

I was testing for: Foundry and Factory placement. How do the Belts feel when playing. Are the controls easy to understand

Test Preparation

My plan was to give my phone with a build of the game to my classmates and take notes in my notebook while watching them play and hearing how they react.

While watching them I asked them:

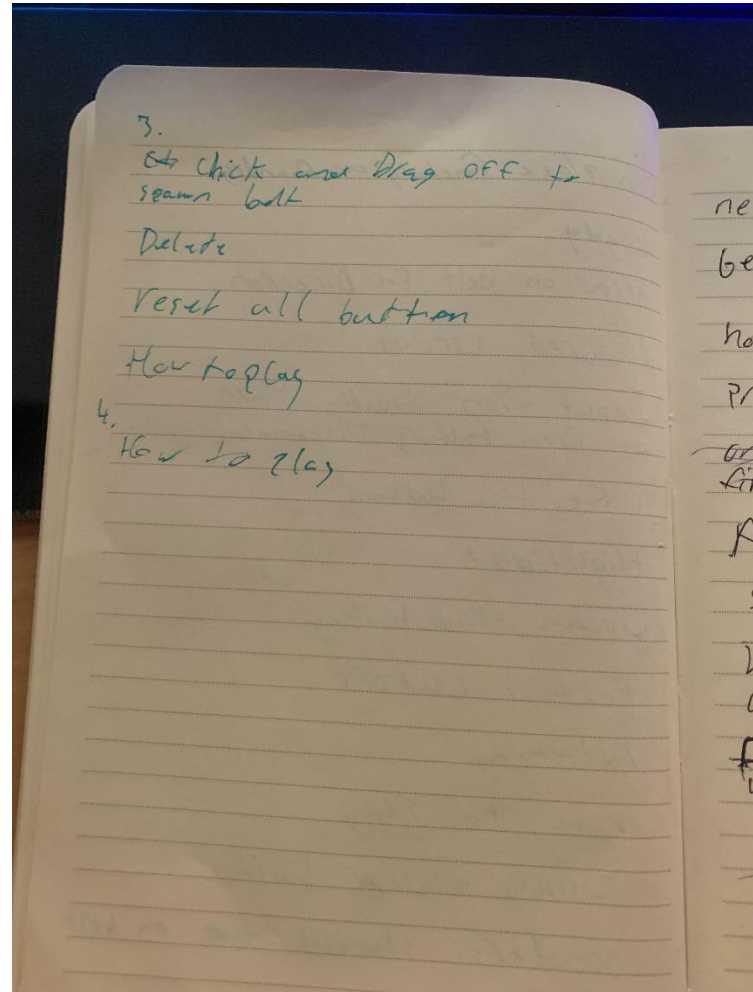
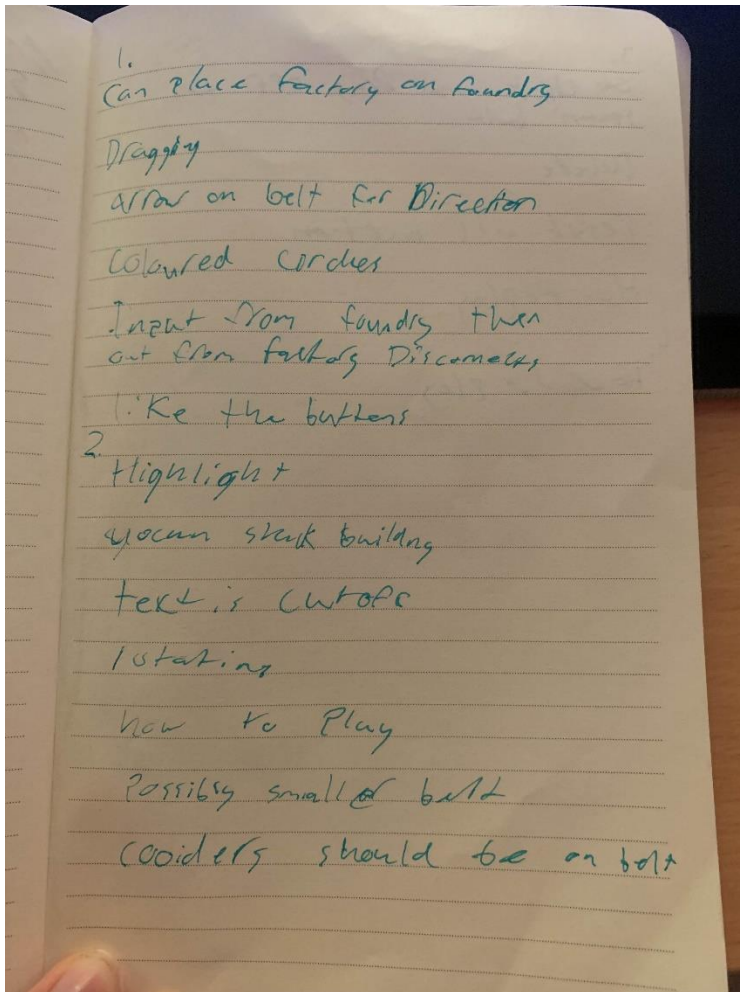
Is it easy to understand what you are doing?

Do you like to buttons for changing mode?

Are the colors distinct enough to see everything?

I used a Samsung A15 5G for testing that was running a version of android.

Evaluation



Reporting

Testing went well. Got a lot of feedback about a how to play screen, reset buttons, A way to tell which mode you are currently on and a couple of bugs that have been solved.

The improvements I made were:

Adding a how to play screen

Delete and reset all buttons

Mode highlighting

Indicators and Belt direction arrows