

Tutorial – Game Testing

Game testing is an important part of the development process. It helps us make sure that we're building something that our audience wants to play, and to maintain the quality of the game we're developing.

Activity 1 - Testing goals:



Figure 1: A screen shot from *Call of Duty: Ghosts*

For this activity, imagine that you are a member of a team making a typical on-foot level for a new *Call of Duty* game. During this process you will make several iterations of the level, refining it further each time. The level will be tested after each iteration to help guide its further development.

1. What are 3 testing goals you may have for **early** iterations on the level?
2. What are 3 testing goals you may have for **late** iterations of the level?

Activity 2 - Testing questions:

There are many different approaches to play testing a game. A very common and easy approach is to have members of your target audience play a section of the game before completing a survey.

1. Briefly describe the type of person you would like as an ideal play tester for the *Call of Duty* game.
2. Write 3 questions you may ask in a survey for an **early** iteration of your level. These should address the relevant testing goals.
3. Write 3 questions you may ask in a survey for a **late** iteration of your level. These should address the relevant testing goals.
4. In addition to the survey, what are 2 other approaches you may take to gather data from your play testers?

Activity 3 - Analysing feedback:

When feedback is collected from play testing it should be analysed to determine what changes, if any, should be made to the design or implementation of your game.



Figure 2: A screenshot from *Wipeout 2048*

For this activity, imagine that you are a designer on a *Wipeout*-style racing game targeting experienced players of arcade racing games. A play testing session has been run and players were asked the following questions. Their answers have been tabulated below.

Play Test Questions

1. Steering the craft around the track was: (Very easy) 1 2 3 4 5 6 7 8 9 10 (Very hard)
2. The red power up allowed you to:
 - A) Fire a rocket at another racer
 - B) Use a boost
 - C) Repair your craft
 - D) Use a shield
- 3) What does the coloured icon at the bottom left of the screen tell you? _____

Answers	Tester 1	Tester 2	Tester 3	Tester 4	Tester 5
Question 1	3	4	4	2	8
Question 2	A	A	B	A	B
Question 3	"My current pickup"	"What powerup I have"	"If I have a boost"	"Equipped ability"	"What I picked up"

1. What conclusions may you draw from these results?
2. What changes, if any, might you consider making to your design?