Exercise – Game Testing

It is important to test and collect feedback on your game from early in the development process. In this series of exercises we will run through some play testing for your current assessment game.

Activity 1 - Develop a testing goal:

The first step in testing is to understand what we want to learn about our game. During prototyping or in early development it is useful to focus goals on aspects such as:

- Is the game idea fun?
- Is each mechanic working as intended?
- Do players understand their goal in the game and how to achieve it?

Consider what the most important aspect of your game is, and select a testing goal related to that.

An example testing goal is *"Do players understand how scoring works?"*

Activity 2 - Testing questions:

Now that you have a testing goal, write 3 questions you can ask players which are related to that goal. Remember that there are a variety of question formats you can use.

An example question might be *"How does the blue gem effect your score?"*

Activity 3 - Gather feedback:

Find at least two people willing to play test your game, and print a copy of the questions for each of them. Have your testers play the game and then provide feedback. It is important to minimise your interference in this process.

Activity 4 - Analyse feedback:

Consider the feedback you have received:

- What have you learned about your game, or about how players interpret it?
- Are there any design changes you may consider as a result?
- Have your questions effectively addressed your testing goal?
- Would further testing for this aspect of your game be useful?