

CS 362 In-Class Exercise: Project Beta Testing

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Project that you are testing: Team 16 (Educational Game for Learning Beavs)

PART-1: Organization and Purpose

Q1) Does the repository provide a README explaining the purpose of the software? If yes, based on reading that documentation, do you understand all the interesting features provided by the software? Do you have any advice to improve that documentation?

Yes, there is a README. For the most part I thought the instructions were actually pretty helpful, especially in terms of installing. There were a few issues such as “as seen below” not having a picture below, and the fact that you need to click the project.godot file to load the space, not the folder of the application itself. Outside of that, the explanations could be condensed down a little more, especially because a lot of that information didn’t feel important to mention.

The purpose of the software and provided features described in the README is very well-explained and documented though, great work with that!

PART-2: Installation and Setup

Q2) Is the documentation to install or setup the software available? (Note that for web application, it would be a URL to access the website and instructions to host the website on a server). When following the instructions, do you face any difficulties while installing the software (accessing the URL for a website)? If yes, please explicitly state what issues you encountered, so that the project team can fix them.

NOTE: If you are testing a web application, then you do not need to set up a web server and try hosting the web application. Just go through the documentation to find out if it clearly explains the steps to host the website.

Honestly, it felt very, very confusing to load the project for the first time. It definitely could have been because of the high overhead and software/files needed to run the application, but I feel like the explanation for the installation and set up could have been more concise and clear. I think that putting how to run the app before how to test it would be useful since this confused me a lot, especially because the biggest difficulty is getting the game itself to run, but putting all these other explanations beforehand made it way more confusing. The easy fix would be to order your README in the following manner:

1. How to install Godot
2. How to run the game (so users can mess around and test it first for themselves, which is what all our group ended up doing naturally)
3. How to test the game with GUT

I also felt that the Godot installation and getting all the necessary files was pretty straightforward and well-explained and wasn't an issue, only what I mentioned before.

PART-3: Functional and Non-Functional Testing

Q3) Select a use case for the application-under-test and use your creativity to test the application in different possible ways. For example, if you are testing a login functionality, then test the sign up feature, sign in, adding invalid credentials, special characters, etc. Please provide the details of the use case you tested on the software by describing exactly what all you did and in what order? Make sure you are making notes while doing this. If you find any issues (e.g., something that was confusing, incorrect, or not working at all), please provide as many details as you can to replicate the issues so that the team can fix them.

Use Case: A player trying to load the game, play it for 10 minutes, and save their game to come back later.

1) Upon opening the game:

- I tried to click "load games" just to see and the button did nothing, so adding a prompt here or a screen that the user can go to that says there are no save files would be helpful.
- Settings option is there in the main menu. Every feature works well except the game text size. If this was changed, I didn't immediately notice. Maybe adding an "apply" button to apply the changes would make this expressly clear?
- Quit button works
- No online functionality yet. This is a stretch goal so not a huge concern and can be removed before final release.
- I finally clicked the new game button to start a new game

2) Playing the game:

- I first noted the "Use WASD to move" sign. This was helpful and made sure that I knew how to move correctly.
- I then started moving around the game and the map. The beaver's movement seemed a bit fast to me, so if this could be reduced a bit I think that it would make the experience better (and easier to read the signs, especially when walking).
- I moved around for a bit, reading the signs as I went then followed the path to the beaver tracks, where I was moved into the minigame
- Note: I had no clue until my 3rd playthrough that you could press "Esc" to pause the game. Settings button doesn't work in the pause menu. I thought pressing

“Quit” would quit the game as a whole, but it actually led me back to the main menu.

3) The “avoid objects with beaver” minigame:

- Almost all of the minigame functionalities were there, so this was pretty fun to play.
- We all agreed as a group that this game felt very long at times, especially because of the slow pacing of the objects coming at you and because it lasted about a minute or so.
- I wanted to leave the minigame partway through, but found that there was no other way to exit (at all) without beating the minigame. This was really frustrating and I’m sure this will likely be fixed in the final release, but being able to quit at any point (mid game or after losing) would be nice.
- The “encounter radius” that triggers this event around the beaver tracks in the map itself is pretty big.

A couple other general observations I noted (both individually and as a team)

- As of right now, there’s not really any “goal” or main story to the game outside of winning minigames. The signs provide some context on what I should be expecting, but aren’t very useful in the current state of the game.
- We could only find 1 possible minigame, which was the minigame where the beaver moves up and down and dodges the logs/ducks/rocks. One other team member found more “beaver tracks” to indicate a minigame but these did nothing (I couldn’t find these in my testing).
- No one in our group knew that the bottom bar was actually the GUI until one of us randomly found this out. Making this more clear (ex. having the rock icon in the top right corner) would be very helpful.

Out of your operational use cases that were promised, here’s what I thought was fulfilled (green) and not yet fulfilled (red):

- Players should be able to load a new game, exit, and then load back into the game they started.
- The player can open the settings menu, change their screen resolution and audio settings.
- The user can load into the game, and explore the beaver habitat.
- The user can access the pause menu UI, minimap UI, and inventory UI from the main map area.
 - Note: I think I found what the inventory UI was supposed to be but this wasn’t clear and not yet implemented
- The user can initiate and play to win / lose the swimming minigame from the main map.