

Speedy Speed Bike Testing Plan

EGD-220-02 | Project 3 | Team 1

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Sprint 1 Testing

Intended testing date goes here!

Testing Liaison 1

Name:

Email:

Mattermost:

Testing Liaison 2

Name:

Email:

Mattermost:

Intent of Testing

Focus testing to see if all the concepts (art, sound, and design) work well together

- We will show documentation to try to communicate different aspects of the game
- We will show a very limited build to help describe the mechanics
- We will have a balance board there to help communicate the controls
 - This board will not be connected to the game yet :(

Game Setup

Open the google form

- This is where documentation will be shown

Retrieve and Open the build

- This will be in an open area to try out our movement

- No need to reset the build unless it breaks

Hold up the paddle and invite testers in!

Script

Introduction

- Who are you?
 - “Hi! I am the <your role> for *Speedy Speed Bike*.”
- What is this game in one sentence?
 - “This is a tron-inspired 1st person racing game but the trail that you leave behind speeds you up instead of destroying you. Oh also it’s on a Wii Fit Balance Board!”
- Intent of Testing – Focus testing
 - “Today we are testing our concepts to see if you think everything works together and to gather any suggestions or considerations moving forward.”
- What will the tester be doing?
 - “Please fill out this questionnaire and read all the documentation that we have and let us know what you think! Towards the end of the form, it will prompt you to play the build. It should be open for you right on the taskbar so head there when that happens.”
- Ask for questions
 - “Any questions before you start?”
 - “Let me know if anything comes up as you are filling everything out!”

During Testing

- Be available to field any questions
- Take note of any strange bugs that might affect people’s perception of the mechanics

After

- “Thank you for filling out the form!”

Feedback Questions

Ask about prior experience

- Do you play Games often?

- Scale: 1 (never) to 5 (everyday)
- Do you have experience playing racing games?
 - Scale: 1 (never) to 5 (everyday)

Show all the materials

- Show art concepts
- Show sound/music concepts
- Show the VDD and mechanics
- Show the build

Feedback

- First of all, would this be a game that you think people would enjoy?
 - Scale: 1 (There will be little interest) to 5 (This will be a hit!)
- Do you think the art, sound, and mechanics work well together?
 - Scale: 1 (It's like oil and water) to 5 (Everything works together really well)
- Do you have any suggestions or considerations as we move forward?
 - Optional open question
- Any other comments?
 - Optional open question