## horizontal line



Usabilitest

Template

**─**

# Overview

This test plan is for the EPS game. In this document the various scenarios for each aspect of the game are written down. This document is to be used a the guideline for the usability test.

# Goals

The purpose of this test plan is gain insight into how the users of the product experience it.

# Test setup

The test is setup with different scenarios, each scenario gives a brief description how the user got to the specific stage. Underneath each scenario are the tasks that need to be completed. During the tasks the user shall be observed (how is their body language and what is being said during the tasks). After completing each task the user will be asked a set of questions, each question is specific to the task and the element of the product which is being tested.

# Legal

Each participant will be presented a document which gives us consent to let them do the test. This is done because the subject group are minors and permission from parents or a legal guardian is needed. All gathered data will be anonymized.

# After the test

When all the tests are finished the results will be assessed. The results will be put in a report from this report changes to the product can be made. When these (potential) changes have been put through the usability test will be held again. The results from that test will be assessed again. This will be done to see if the made changes had any positive effect.

# Scenario

***Menu***

You have navigated to the website and want to play the game but before you can do that you want to know the controls. You like to learn as much about a game before you start playing it.

## Task 1

*Taak 1*

### 1.1 Navigate to the control screen, read all the controls.

### 1.2 Navigate back to the main menu.

### 1.3 Turn off the music

### 1.3.5 Turn on the music

# 

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# 

# Give notice when you think you completed the task.

# Scenario

***Word game***

You found out what the controls for the game are. After reading what they are you feel confident that you can start playing the game. From the main Menu you click on start game.

## Task 2

### 2.1 Play the game and answer the questions.

### 2.2 Now play the game again and chose different answers

### then the previous playthrough.

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# Give notice when you think you completed the task.

# Scenario

***Jumping game***

The first game has been completed. You are now transported to a different part of the world. This game takes place in South Korea. The backstory of the level shall be explained via text at the beginning of the level.

## Task 3

### 3.1 Play the game, try and catch all your stuff the bully stole and is throwing back at you.

# Give notice when you think you completed the task.

# Scenario

***Dodge the bullet (words)***

The second game has been completed. You are now transported to a different part of the world. This game takes place in New York. The backstory of the level shall be explained via text at the beginning of the level.

## Task 4

### 4.1 Play the game try and catch all the good words and avoid the bad ones.

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# Give notice when you think you completed the task.