

Let's Play UMD

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Human Testing Procedure

Storyline method

For the storyline method, the user will be presented with a situation that could possibly happen at UMD. With the situation, it is supposed to guide the user throughout the game. First it will give you a story which are print statements for the player to see in the terminal. For example, "You have just started the semester and you're a first-year and you're out of state." From there a set of choices will be made available to the player to see. The method will call the event method, which will allow the interaction of the player with the game

Event method

For the events method, this will allow the user to select one of the choices. The user can select a choice by typing the letter corresponding to the description of the choice and press enter. For example if the choices are "Choices": {

"A": {"Read the syllabus"},

"B": {"Go to first-year events"},

"C": {"Text": "Buy snacks and eat out"},

"D": {"Show your status"}

and the user selects "A" by typing in the letter A. If the player types something that is not an option then on then the description, "Invalid choice please pick again." Which will let the player know they have entered an invalid response and looping back the original situation with the same choices. If the letter "D" it should retrieve the players status. Also, the game will not show you how many points you have unless asked for the status. After the player types one of the following responses the game will continue on leading to the next situation.