**CM2113 Test Document**

For the testing of my game I had two people blackbox test my game meaning that they tested the game without any knowledge of how it worked or what it was about, I had them sit down and start the game and afterwards I asked them questions about the experience.

**Tester 1: Amanda Dolby**

Can you tell what the player character is?

Amanda recognized the figures from our childhood and thought that it was cool that I was able to put them quote: “onto the computer”.

Can you recognize the environment you are placed in?

Tester knew that the Environment she was placed in was a scan of my apartment thought she commented on the strange deformations due to the scans being imperfect.

What do you think of the general look of the game?

Amanda thought that the game looked like it was real life but “slightly mushy” she liked the skybox and how it effected the lighting

What aspects of the mechanics did you like within the game?

The user understood that the function of the collection minigame given by the starting NPC was to get them to explore and said it was effective for this purpose

How was the overall experience of the game?

They enjoyed roaming around the environment and seeing what was in my apartment scan. They liked the skybox the most.

**Tester 2: Wessel Koopman**

Can you tell what the player character is?

Wessel had no idea what the player character was scanned from and thought they were a blue robot of some kind, after explaining that it was a 3d scan of a figure they though it was “neat”.

Can you recognize the environment you are placed in?

This tester has never seen the study in this apartment and as such could not recognize the environment telling them it was a scan of my study lead them to comment on why I had so much stuff in my study.

What do you think of the general look of the game?

Wessel noted that everything looked a bit jagged and strange due to the scans but overall it was a good replication of the study and objects scanned.

What aspects of the mechanics did you like within the game?

The user did not see the point in collecting anything as he thought the point of the game was to explore anyway.

How was the overall experience of the game?

Wessel said he enjoyed the game but would have liked to have more elements of exploration to it like hidden areas that you needed to platform to.