**Play Test Plan & Documentation**

Date of play test: 7.7.2022

Game Tested: Mario Editor

**Team Information**

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**Test Planning Summary**

Test Duration (hours): 2

Survey link: <https://forms.gle/uDYUV4stsJr6Cjns6>

**List of Test Cases & Scenarios:**

1. Tested intention: to introduce to the player the ninja costume and related abilities
   1. Level no./designer: level 2: winston
   2. Success Criteria: at least 50% of players learnt that the ninja costume allowed for wall climbing and shooting projectiles.
   3. Fail Criteria: at least 50% of players did not use the power up effectively on further levels.
2. Tested intention: to introduce to the player the ON/OFF block and platform
   1. Level no./designer: level 2/3: winston
   2. Success Criteria: at least 80% of players learnt that the ON/OFF switch affects the platform and is a method of making pathways accessible.
   3. Fail Criteria: at least 20% of players stumbled on the sections that required use of the on off block to progress.
3. Tested intention: to teach the player that koopa shells can interact with blocks on the horizontal side
   1. Level no./designer: level 2/3: winston
   2. Success Criteria: at least 50% of players learnt that koopa shells, when properly used in the required direction will unlock some sort of activation, or give the player a reward for hitting a question block
   3. Fail Criteria: at least 50% of players did not bother to use the shell to hit items, or were lost as to how to progress forwards as they could not activate some switches
4. Tested intention: some areas a only clearable with certain items, or a certain pattern
   1. Level no./designer: level 2/3: winston
   2. Success Criteria: at least 80% of players understood that a puzzle could be implemented in mario and that multiple steps are needed to solve areas and progress
   3. Fail Criteria: at least 20% gave up on either instance or could not solve the required puzzle to proceed
5. Tested intention:
   1. Level no./designer: level 2/3: winston
   2. Success Criteria: at least 50% of players understood the movement of platforms, and that most platforms give access to new areas for progression
   3. Fail Criteria: at least 50% of players could not react to the movement of the platform or did not understand why the platforms are capable of moving

**Post Test Summary**

General Summary on Test Process:

1. Problem Summary: Levels were confusing and generally hard to pass, difficulty was high and punishing.

Frequency: Medium Severity: High Discovered By: winston chiu

Description: Play testers were frustrated by lack of direction and high difficulty curve and could not pass some areas

Results: got rid of block train as it was very confusing and provided no actual direction, replaced with spring jumps instead

1. Problem Summary: Intended mechanics were not fully thought and the introduction section was boring

Frequency: High Severity: medium Discovered By: winston chiu

Description: Play testers learnt around 2-3 out of the 5 intended mechanics, and had few indications on what to do to learn about them

1. Problem Summary: Play testers felt that levels were buggy and unfulfilling to play, getting into unknown areas/out of bounds areas, or requiring death to reset themselves

Frequency: Medium Severity: High Discovered By: winston chiu

Description: Level was too cramped, making players glitch into out of bounds areas. Sections are punishing in that they only allow 1 attempt to finish the section, thus requiring death to reset themselves

Results: increased space and openness of the level

1. Problem Summary: Block train was unfulfilling and becoming a nuisance

Frequency: High Severity: High Discovered By: winston chiu

Description: A core mechanic of the level was not being used effectively, either used too much, or poorly implemented. Thus making it a bother to use. Tentative fix is to remove the block train in the 3rd level

1. Problem Summary: maze was boring and no clear indication of where to go

Frequency: High Severity: High Discovered By: winston chiu

Description: players got lost often and could not manage to find their way past the maze

Results: added guiding coins to reward the player

1. Problem Summary: map was cheesable in multiple areas

Frequency: Low Severity: High Discovered By: winston chiu

Description: Players were able to skip large parts of the map through exploits and skip content

Results: fixed some bugs and attempted to fix the ONOFF block glitch