***Under The Bed – Usability Test Plan***

Testing requirements focus on aesthetics, VFX effects, scanned props, character scan.

***Executive Summary***

**Scope**

Testing of the game-level “Under The Bed”.

Focusing on the overall experience and feel of the level, alongside other contributing factors.

Completing the assignment triggered the need for the testing.

**Test #1**

*Testing Date: 01/05/2023*

1. What’s your opinion on the environment of the game, mainly focusing on the 3D Scanned props?

Most of the scans look well presented, although some of them may look a bit distorted or almost smudged-like, for instance the Vaseline tube.

1. What can you say about the character scan, it’s animation and overall movement mechanics?

The in-game mechanics slightly lack the speed whilst moving the mouse, it could perhaps be developed further. The W & S movement combination is great, however sometimes I was missing LEFT and RIGHT key movement as I am a frequent gamer, and this is what I am used to.

The animation looks decent, although the character could be scanned better in order to make a smooth transition to the animation because there seems to be some issue with the way the arms move, could be because of the size of the doll.

1. Any comments on the aesthetics of the game?

The game could be a bit more realistic, in my opinion the bed makes it appear more childish, less realism is added. Same applies to the carpet.

1. Describe your experience playing the level.

The level seems intriguing yet basic, it could be well more developed through-out the process. It has a great concept, but major interactive elements are missing.

**Test #2**

*Testing Date: 03/05/2023*

1. What’s your opinion on the environment of the game, mainly focusing on the 3D Scanned props?

Presented scanned elements make up a great narrative relating back to the main idea, some of them might require more work.

1. What can you say about the character scan, it’s animation and overall movement mechanics?

Smooth movement animation and walking experience, although it’s missing a strong run function.

1. Any comments on the aesthetics of the game?

The game is missing more in-depth realism; however, the overall feel seems welcoming and quite nice in a sense.

1. Describe your experience playing the level.

Missing the idea of interactive functioning and the main objective within the level.