KINGA KLOSKOWSKA

CM3133 - GAMES DEVELOPMENT

USER TESTING DOCUMENTATION

MODULE LEADER: YANG JIANG

WORD COUNT: 410

Participant 1 – Start Menu Functionality Testing

Date: 24th of November 2022

Test Scope

Examining whether the starting menu is functional and stable and loads up without any further complications.

Results

The 'Quit' option in the menu worked first time, Unity cannot quit the application when it's not exported into a device. However, the message 'QUIT' was displayed right away in the console panel, concluding that the button works accurately. 'Start' button worked as intended, it started up the game. Upon more attempts an error was discovered, the game does not stop while being in the starting menu causing it to move onto the Game Over UI after a couple of seconds if the starting button isn't clicked fast enough.

Recommendations

Reworking the game structure so that this pausing error is fixed and not repeated.

Participant 2 – Game Functionality Testing

Date: 29th of November 2022

Test Scope

Carefully testing the in-game functions and features to examine whether the game works as intended.

Results

The ball (player) worked perfectly fine first time, it jumped upwards as intended and released particles upon each jump. The spikes are moving at a reasonable rate and changing heights randomly making the game more engaging. When the played passed through the spikes, the score increased accordingly.

Recommendations

Any in-game audio is missing, it could be a great addition to the overall flow of the game. Lack of variation in particle choice. Overall, the game runs smoothly without any errors.

Participant 3 – Game Over UI Functionality Testing

Date: 1st of December 2022

Test Scope

Reviewing the final part of the game, game over screen. Examining the button and feature functionality.

Results

The final game over screen works as intended, the background in this scene stops as the player hits the spike. The main issue is that the high score function is not updating and has not worked as promised, displaying a default of 0 no matter the score.

Recommendations

Improve the high score system so that it accurately shows the player's actual best score.

Overall Conclusion

The game requires some work, a great amount of feedback has been received through the completion of this process. The honest criticism will be considered and improved as much as possible. Game desperately needs to be freed of the pausing and high score errors to make it fully functional. Afterwards, possible cosmetic changes can be made to fit the user's liking.