

ArachnoTherapy VR Test Cases

User Testing

Testing Phase	User	Test Date	Test Stage	Expected Results	Actual Results	Status (Pass/Fail)	Change / Takeaway
Beta Round 1	User A	02/01/2022	Interactions	User is able to navigate the environment	As expected	Pass	
Beta Round 1	User A	02/01/2022	Interactions	User can interact with grabbable objects	As expected	Pass	
Beta Round 1	User A	02/01/2022	Interactions	User can identify and complete tasks in a room	Confusion with lack of instruction	Fail	Therapist character to add detailed instruction for interactions necessary in each room
Beta Round 1	User A	02/01/2022	Interactions	User can execute actions on spider interface	Remove spiders button failure	Fail	Fixed bug with 'Remove All Spiders' button where operation would fail
Beta Round 1	User A	02/01/2022	Experience	User felt spider behaviour and appearance was realistic	User found wolf spider behaviour was odd	Pass	
Beta Round 1	User A	02/01/2022	Experience	User felt text, audio, video was easily perceivable	Positive feedback	Pass	
Beta Round 1	User A	02/01/2022	Experience	User felt nauseated by joystick movement	N/A	Pass	
Beta Round 1	User A	02/01/2022	Experience	User found interactions intuitive	Positive feedback	Pass	
Beta Round 1	User A	02/01/2022	Room 1	User picked up each poster to read	As expected	Pass	
Beta Round 1	User A	02/01/2022	Room 2	User picked up remote and turned on tv	Remote was difficult to use	Fail	Colored signifiers to be used in next iteration for pick up vs. button press
Beta Round 1	User A	02/01/2022	Room 3	User picked up and examined clay figures	As expected	Pass	
Beta Round 1	User A	02/01/2022	Room 4	User picked up jar	As expected	Pass	
Beta Round 1	User A	02/01/2022	Room 4	User interacted with spider creation interface	As expected	Pass	
Beta Round 1	User A	02/01/2022	Room 5	User created live spiders in each room	As expected, experience frame drops	Pass	Frame drops to be fixed by reducing asset complexity in Room 5(s)
Beta Round 1	User B	02/05/2022	Interactions	User is able to navigate the environment	Door not swinging felt unnatural	Pass	
Beta Round 1	User B	02/05/2022	Interactions	User can interact with grabbable objects	As expected	Pass	
Beta Round 1	User B	02/05/2022	Interactions	User can identify and complete tasks in a room	Needed some instruction to continue	Fail	Therapist character additions as with previous user
Beta Round 1	User B	02/05/2022	Interactions	User can execute actions on spider interface	As expected	Pass	
Beta Round 1	User B	02/05/2022	Experience	User felt spider behaviour and appearance was realistic	Positive feedback	Pass	
Beta Round 1	User B	02/05/2022	Experience	User felt text, audio, video was easily perceivable	Positive feedback	Pass	
Beta Round 1	User B	02/05/2022	Experience	User felt nauseated by joystick movement	Some headache after extended play	Pass	Warn players before starting that extended use may cause this
Beta Round 1	User B	02/05/2022	Experience	User found interactions intuitive	Lots of issues with button pressing	Fail	Colored signifiers to be used and instruction Room 0 to be added
Beta Round 1	User B	02/05/2022	Room 1	User picked up each poster to read	As expected	Pass	
Beta Round 1	User B	02/05/2022	Room 2	User picked up remote and turned on tv	As expected	Pass	
Beta Round 1	User B	02/05/2022	Room 3	User picked up and examined clay figures	As expected	Pass	
Beta Round 1	User B	02/05/2022	Room 4	User picked up jar	As expected	Pass	
Beta Round 1	User B	02/05/2022	Room 4	User interacted with spider creation interface	Floating spiders in terrarium	Fail	Addition of more spawn points to avoid collisions on instantiation
Beta Round 1	User B	02/05/2022	Room 5	User created live spiders in each room	As expected	Pass	
Beta Round 1	User C	02/06/2022	Interactions	User is able to navigate the environment	Doors should have inertia	Pass	No additions as collisions may occur with player
Beta Round 1	User C	02/06/2022	Interactions	User can interact with grabbable objects	As expected	Pass	
Beta Round 1	User C	02/06/2022	Interactions	User can identify and complete tasks in a room	As expected	Pass	
Beta Round 1	User C	02/06/2022	Interactions	User can execute actions on spider interface	As expected	Pass	
Beta Round 1	User C	02/06/2022	Experience	User felt spider behaviour and appearance was realistic	Positive feedback	Pass	
Beta Round 1	User C	02/06/2022	Experience	User felt text, audio, video was easily perceivable	Positive feedback	Pass	
Beta Round 1	User C	02/06/2022	Experience	User felt nauseated by joystick movement	N/A	Pass	
Beta Round 1	User C	02/06/2022	Experience	User found interactions intuitive	Positive feedback	Pass	
Beta Round 1	User C	02/06/2022	Room 1	User picked up each poster to read	As expected	Pass	
Beta Round 1	User C	02/06/2022	Room 2	User picked up remote and turned on tv	As expected	Pass	
Beta Round 1	User C	02/06/2022	Room 3	User picked up and examined clay figures	As expected	Pass	
Beta Round 1	User C	02/06/2022	Room 4	User picked up jar	As expected	Pass	
Beta Round 1	User C	02/06/2022	Room 4	User interacted with spider creation interface	Settings from previous room should carry	Pass	Not implementing this way as user may feel differently about each Room 5
Beta Round 1	User C	02/06/2022	Room 5	User created live spiders in each room	As expected	Pass	

ArachnoTherapy VR Test Cases

User Testing

Testing Phase	User	Test Date	Test Stage	Expected Results	Actual Results	Status (Pass/Fail)	Change / Takeaway
Beta Round 2	User D	03/20/2022	Interactions	User is able to navigate the environment	As expected	Pass	
Beta Round 2	User D	03/20/2022	Interactions	User can interact with grabbable objects	Room 1 book glowing pink	Pass	Fixed bug with inner mesh coloring
Beta Round 2	User D	03/20/2022	Interactions	User can identify and complete tasks in a room	As expected	Pass	
Beta Round 2	User D	03/20/2022	Interactions	User can execute actions on spider interface	As expected	Pass	
Beta Round 2	User D	03/20/2022	Experience	User felt spider behaviour and appearance was realistic	Positive feedback	Pass	
Beta Round 2	User D	03/20/2022	Experience	User felt text, audio, video was easily perceivable	Positive feedback	Pass	
Beta Round 2	User D	03/20/2022	Experience	User felt nauseated by joystick movement	N/A	Pass	
Beta Round 2	User D	03/20/2022	Experience	User found interactions intuitive	Door handles glow but can't move on	Fail	Added audio instruction if room is incomplete and doors will not glow yellow if not interactable
Beta Round 2	User D	03/20/2022	Room 0	User follows instructions in sequence	As expected	Pass	
Beta Round 2	User D	03/20/2022	Room 1	User picked up each poster to read	As expected	Pass	
Beta Round 2	User D	03/20/2022	Room 2	User picked up remote and turned on tv	As expected	Pass	
Beta Round 2	User D	03/20/2022	Room 3	User picked up and examined clay figures	Room 3 reappearing plays all audio	Fail	Fixed bug with room disabling
Beta Round 2	User D	03/20/2022	Room 4	User picked up jar	Spider was not in the jar	Fail	Fixed issue with room appearing after spider, spider would fall through the floor
Beta Round 2	User D	03/20/2022	Room 4	User interacted with spider creation interface	As expected	Pass	
Beta Round 2	User D	03/20/2022	Room 5	User created live spiders in each room	As expected	Pass	
Beta Round 2	User A	03/21/2022	Interactions	User is able to navigate the environment	As expected	Pass	
Beta Round 2	User A	03/21/2022	Interactions	User can interact with grabbable objects	As expected	Pass	
Beta Round 2	User A	03/21/2022	Interactions	User can identify and complete tasks in a room	As expected	Pass	
Beta Round 2	User A	03/21/2022	Interactions	User can execute actions on spider interface	As expected	Pass	
Beta Round 2	User A	03/21/2022	Experience	User felt spider behaviour and appearance was realistic	Positive feedback	Pass	
Beta Round 2	User A	03/21/2022	Experience	User felt text, audio, video was easily perceivable	Positive feedback	Pass	
Beta Round 2	User A	03/21/2022	Experience	User felt nauseated by joystick movement	N/A	Pass	
Beta Round 2	User A	03/21/2022	Experience	User found interactions intuitive	Misunderstood color signifiers	Fail	Larger posters added for clarity in Room 0
Beta Round 2	User A	03/21/2022	Room 0	User follows instructions in sequence	As expected	Pass	
Beta Round 2	User A	03/21/2022	Room 1	User picked up each poster to read	As expected	Pass	
Beta Round 2	User A	03/21/2022	Room 2	User picked up remote and turned on tv	As expected	Pass	
Beta Round 2	User A	03/21/2022	Room 3	User picked up and examined clay figures	As expected	Pass	
Beta Round 2	User A	03/21/2022	Room 4	User picked up jar	Rooms disappeared through window	Pass	Fixed bug with disabling adjacent room
Beta Round 2	User A	03/21/2022	Room 4	User interacted with spider creation interface	As expected	Pass	
Beta Round 2	User A	03/21/2022	Room 5	User created live spiders in each room	As expected	Pass	
Beta Round 2	User E	03/21/2022	Interactions	User is able to navigate the environment	As expected	Pass	
Beta Round 2	User E	03/21/2022	Interactions	User can interact with grabbable objects	As expected	Pass	
Beta Round 2	User E	03/21/2022	Interactions	User can identify and complete tasks in a room	As expected	Pass	
Beta Round 2	User E	03/21/2022	Interactions	User can execute actions on spider interface	As expected	Pass	
Beta Round 2	User E	03/21/2022	Experience	User felt spider behaviour and appearance was realistic	Positive feedback	Pass	
Beta Round 2	User E	03/21/2022	Experience	User felt text, audio, video was easily perceivable	Positive feedback	Pass	
Beta Round 2	User E	03/21/2022	Experience	User felt nauseated by joystick movement	N/A	Pass	
Beta Round 2	User E	03/21/2022	Experience	User found interactions intuitive	Positive feedback	Pass	
Beta Round 2	User E	03/21/2022	Room 0	User follows instructions in sequence	As expected	Pass	
Beta Round 2	User E	03/21/2022	Room 1	User picked up each poster to read	Posters could be clearer	Pass	Increased text size on posters
Beta Round 2	User E	03/21/2022	Room 2	User picked up remote and turned on tv	As expected	Pass	
Beta Round 2	User E	03/21/2022	Room 3	User picked up and examined clay figures	As expected	Pass	
Beta Round 2	User E	03/21/2022	Room 4	User picked up jar	Spider was headbutted out of the jar	Fail	Fixed bug with user collider affecting spider
Beta Round 2	User E	03/21/2022	Room 4	User interacted with spider creation interface	As expected	Pass	
Beta Round 2	User E	03/21/2022	Room 5	User created live spiders in each room	As expected	Pass	