GameDev Testing Document

Introduction

Along with testing my project throughout the development process I conducted Qualitative testing with 5 users testing in a few different ways. I conducted observational testing on the users as well as a short questionnaire towards the end of the testing period to figure out where they thought the project did well and where it may need work.

User Testing

The first testing method I conducted was my observational testing in which I laid out the gameplay style and theme of the game with a little explanation of the type of game I was trying to create so my users understand my game better. During this testing method I outlined 3 tasks the player had to complete along with allowing them to have a freedom roam around the game. The three tasks I gave them was;

1.Try and fill your inventory and have at least 1 of each item
2.Try planting any of your items you have
3.Harvest tomato plants and find all the gems

I outlined these tasks in particular because they test the integral parts of my game. The first task makes sure the inventory system works how I want and the UI looks good. Task 2 tests the planting system and makes sure that items come out of the inventory, also tests the colliders. Finally task 3 makes sure the harvesting and tomato instantiating works as well as the box colliders for items work.

During the user task testing I observed them and noted down things I noticed and issues they ran into. When observing I found the players were able to pick up the controls quite easily, there was no real issues with learning controls. I did notice that on certain items the hitboxes took a second to register the player colliding with them, however each player was able to fill their inventory and open the inventory menu to look at and read about what items they picked up. When attempting task 2 each player was able to plant items really easily and there were no issues, the hitboxes worked as intended. During task 2, 2 of my testers mentioned that having a sign post of how the planting works or even having a button prompt would help novice players understand the mechanic better and make it easier to use. During the final task and free roam time the users were able to harvest and pick up the items, 1 in particular mentioning that

"Having the user prompts for what buttons to use and what items you can pick up really helps, maybe for a further improvement have the interactables have a special outline so it's more obvious to the player." I will be taking these comments into consideration when it comes to future improvements. A user also mentioned that "having a menu where they could choose what to plant instead of just planting the first item would be great".

Refinement and Later Development

For future refinement and improvements I have many things I would like to improve. I will take the comments mentioned by my users into consideration and also be improving upon areas they didn't mention. I would like to expand upon this game further to make something I can be very proud of.