

Test Plan StandUp Game

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Delft University of Technology

Nick Cleintuar	4300947
Martijn Gribnau	4295374
Jean de Leeuw	4251849
Benjamin Los	4301838
Jurgen van Schagen	4303326

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1 Introduction

Testing is a huge part of developing any piece of software. Testing provides a general view about the quality of the product. It can also detect failures in the software early on which can then be fixed without much hassle.

This document describes the results of the test plan execution. The results can be greatly used to improve your game on points which can not really be noticed during programming and unit testing. This document explains the specific problems found about the game by people not in the development group.

2 Testing results

In this section, we will go across every major point we wanted to test (as explained in the test plan). Those were:

- User friendliness
- GUI
- Stroll
- Events
- Rewards

On each point, we will explain some of the major problems/bugs people mentioned during playtesting. Then there will also be a solution explained for these problems.

2.1 User friendliness

- It was unclear for many users whether or not an event was generated. This is combined with the fact that to be able to get an event you have to move with your phone. The user is also not generally looking at his phone while walking, so it can not be seen when an event is generated.

As a player can not see the screen while walking, we thought about making the user clear with sounds. So we have more sounds available so the user can easily distinguish when he/she is on a stroll or busy with an event.

- During the whole game, it seems not clear enough what the player should do. We noticed that the testers often not knew what they should be doing to play the game correctly. As an example, many did not know that they should move to be able to generate an event. There also lacks some feedback back to the user, as an example about their state of movement (image 1).



Figure 1: The current look of the Stroll screen

To solve this, we included more feedback to the user when they have done something. This includes text, sounds and more.

2.2 GUI

People were all around very happy about the GUI. They found that it looked colorful with the aquarium background and that the UI elements (for example the buttons) looked very fitting for the aquarium/fish theme.

2.3 Stroll

- The testers also made the game crash by completing the stroll after five minutes.

This has been fixed as of now.

2.4 Event

- During events, users often completed the first task of the event because they were still moving after the event was generated.

Now, the user will first hear the sound that an event has occurred (as mentioned in section 2.1). Then they need to press a button so that they will go to the event. This makes the user first stop to look what has happened upon hearing the sound, which eliminates hopefully enough movement so that the first task will not be completed.

- During events, users will not be able to complete tasks. This was because the axes of the accelerometer are fixed, while the way the user holds the phone is not. This means that the x-axis of the accelerometer could be the y-axis

This has been resolved as of now.

- One of the most important things we got as feedback from users, is that they found that having only two singleplayer events makes the game boring and stale.

We have thought deeply about this matter. But as the last deadline of the release comes closer, we do not see any option to implement more events.

2.5 Rewards

- As the reward screen showed the amount of points as well, we noticed during playtesting also some problems with the rewards. One of them was that users would still earn reward points, even when failing the event.

Now, rewards scale depending on the progress of the event completed. So even if you did not complete the event on time, you will still get some rewards. But it is always better to complete the event on time.

- We also noticed that users gained too fast high value rewards of fish.

We changed the distribution we use to calculate rewards in such a way that medium rewards are much more frequent, while low and high rewards chances are diminished.