When Robot Bleed Beta Plan

## Part 1 How we will test

Testing will go by using the Itch.io website to upload the game in web form. This will allow anyone with the link to test the game very fast without downloading the game. We will also provide a download version if the tester can't run the game on the web.

## Part 2 who will test

Each team member will find at least 5 people to help with testing the game totaling about 25 testers. Our Member Wyatt also is planning to ask a professor to let their student test the game as well and they agreed to do that. Totaling to about 30 from said group of students.

## Part 3 what you are looking for in the test

The Main thing that we will be looking for in the test is if one of our games is selling on the platforming levels and two if the game gives the player a semi-horror experience. Also, each of our team members will have questions that will cater to their role in the game. Such as for the artist to look for test if the game art direction and animation are doing a good job of selling an abandoned factory and our robot's main characters and enemies. Our sound designer wants to see how well the Sound effects have on the game and if the sound effects fit well in the game. The level designer wants to know if there are any parts of the levels that need to be changed to remove confusion in the maps or any unnecessary frustration in the level.