Rationale For Playtesting

**Purpose of Document:** The following is a list of playtests that I feel we should undertake, both internally and externally, to test specific areas of the game, as well as the game in full. Some of these playtests may not be ready to implement, as the elements may not be in the game, however, we know they will be present at a future date, for instance, playtesting the tutorial. Therefore, the tests don’t need to be undertaken in this order, but can be done when the game element is ready.

All external tests should be undertaken when the team believes that the aspect that needs testing, is in an acceptable state for outside players. This can be determined in a variety of ways, in terms of looks, feel and personal testing while development is taking place. If this personal testing happens, some brief notes on this would be advantageous but not required.

Extra tests can be added here as required and it’s recommended that the tests occur as many times as the team deems necessary, i.e. when the players are happy with that element of the game. All tests should also include any general thoughts and/or feelings about the game, as these can lead to huge benefits to the team and game.

**Tests:**

**Playtest Subject:** Testing the game

**Internal or External:** Both

**Playtest Summary:** This playtest should be done when the game is in a good playable state, when the main components, i.e. tutorial, win screen, unlocking an area, etc. are all in place, so that the test group have access to a vertical slice of our game.

**Playtest Goals:** Finding bugs, gauging player fun/interest/reactions, UI usability

**Playtest Subject:** Tutorial Testing

**Internal or External:** External

**Playtest Summary:** The tutorial is an important part of the game, as it will aim to teach the player the fundamentals of the game. Therefore, this is a specific area that needs to be tested, to ensure everything works the way it should and to ensure players can follow it easily.

**Playtest Goals:** Finding bugs, understandable and coherent instructions, feel of tutorial (i.e. not patronising)

**Playtest Subject:** Overworld Testing

**Internal or External:** External

**Playtest Summary:** The overworld is an important part of our game, and therefore should have a dedicated test. This should ensure there’s no confusion over what the players can and can’t interact with. Unlocking new areas should also be tested here. As this is mostly likely the first time the playtesting group will have seen the game, a way of telling the player what to press, which ties to the tutorial, will need to be present here too.

**Playtest Goals:** Mayor’s house functionality, factory interaction, overworld functionality, finding bugs

**Playtest Subject:** Level Testing

**Internal or External:** Both

**Playtest Summary:** This is a specific test for either one, or a selection of levels, which are present in the game. Playtesters should only be able to access levels, as this is the focus of the test. This test can be both internal and external as we have members that, while having seen the game in progress, haven’t played the game. The solutions to the levels should be tested here as it’s important to know if players understand what the game is asking them to do. The machines themselves should be discussed here as players should understand how they work and the way they need to be rotated and deleted.

**Playtest Goals:** Machine functionality, testing solutions, difficulty, finding bugs

**Playtest Subject:** UI Testing

**Internal or External:** External

**Playtest Summary:** This test will most likely be incorporated into various other tests, as the UI helps the player to navigate through the game. Therefore, this can be included in other tests, but should be recorded in its own playtesting forms, so the information for any potential changes is easily accessible.

**Playtest Goals:** Look and feel of UI, usability, understandable and coherent

**Playtest Subject:** Cook Book Testing

**Internal or External:** Both

**Playtest Summary:** As the cook book is going to be redesigned, some basic usability testing will happen through the development process. Therefore, some notes should be taken during this time, before the players have access to the cook book. When the players are able to use the cook book, we need to make sure that the information is clear, concise and easy to follow, as this will be the main way for players to know which ingredients and machines they need to use.

**Playtest Goals:** Usability, understandable and coherent, finding bugs

**Playtest Subject:** Mobile Device Testing

**Internal or External:** Both

**Playtest Summary:** The internal aspect of testing should focus on getting the game to run on a variety of mobile devices and operating systems, for instance, android phones and tablets and iPhones and iPads. When the game is working on these devices, the game can then be given to players on the devices, to ensure the experience translates to mobile devices.

**Playtest Goals:** Finding bugs, gauging player fun/interest/reactions, UI usability

**Playtest Subject:**

**Internal or External:**

**Playtest Summary:**

**Playtest Goals:**