Comp 4100

Comp 4100 Project 4 System and Release Testing

**Bugs found while playing Pick-a-Path:**

* Depending on the resolution of the user’s screen, some off-screen boxes that can initially be seen from max zoom (zoomed all the way out) will disappear completely or halfway from the viewable area once zooming in to the default level, then zoomed back out.
* Evaluated items will stay evaluated, even after trying to remove them from evaluation (this is a problem if an inexperienced user plays our game for the first time)
* When opening a large new game (some boxes can only be partially viewed from the default zoom), the scroll bar will not appear automatically to see those boxes completely.
* Can save game progress as a .ppp file but cannot reopen the game progress file. It prompts the user for the file, but then nothing happens afterwards.
* Blank choices occasionally show up in the GUI player mode that have no association with an arrow.
* The starting box evaluation does not always allow a box with no incoming arrows to be the starting box.

**Test scenarios:**

* Bobert is playing a game in the console player mode, but he decided that he didn’t like the last decision he made. Fortunately for him, he constantly saves his game progress, (a skill he’s picked up from games such as Skyrim, where you never know what’s going to happen next) so he was able to reload the game at the previous scenario and choose another path (arrow).
* Shrek didn’t feel like reading the manual and has no experience with a program such as Pick-a-Path. His friend made a game for him, and he was able to open the game in the GUI player mode. His friend worked very hard on this game, so it’s complex, with a multitude of options and scenarios. At this point, Shrek is about 435 scenarios into the game, and he’s reached a dead end. He was interested in going back to the previous scenario, but because he didn’t know he had to save game progress, he had to start all over again.
* On a dark and stormy night, little Timmy is editing his pick a path game. He just saved and was about to call it a night but got an idea on other choices to make when facing a five-headed dragon. Satisfied with his new version of the game, he continues to add more to his story. Suddenly, the power cuts out. Frantically, Timmy reboots his computer. Unfortunately, since each save must be done manually, he has lost the progress he made after his last save.

**User tests:**

* My friend Chance volunteered to make a small, simple game, knowing a little bit about the program already. It took him a bit to find out where to type out the dialogue for the boxes and arrows. It also took him a moment to figure out how to make connecting arrows. However, once he got the hang of it, he was able to create a small game quite easily. He did not know where Player Mode was, but after a few seconds of searching he was easily able to play the game. He said that if he had read the manual first, he thinks he’d have no trouble using the software.
* I had Hao try out our game without any prior knowledge on how to use it. I only explained what the difference between boxes and arrows are, and showed him the different menu options (save, new, load, player mode, etc). He had a little trouble adding arrows going into the correct boxes. He commented that if someone doesn’t know to add an item, it’s hard to do without a manual or prior knowledge, and the items checked is hard to understand (AND, OR, NOT evaluations), again without prior knowledge.
* I asked my brother-in-law Jeff to try to make a simple game. He had no prior working knowledge of Pick-a-Path. I explained the basics of how to make boxes and arrows and what they do. He was confused at first about the difference between boxes and arrows, as well as, how to connect the boxes with arrows. After some hints and clarification, he started to learn quickly. I then asked him to save a game without telling him how to do so and that was completed with ease. When I asked him about the ease of use, he said that “it's not terribly intuitive but with some practice it would be easy to navigate.” The next question was if he was more interested in having only player mode or if he liked the idea of having editor and player mode together. He said “I enjoyed playing games more, but I definitely think that they should be packaged together. You might play a game that inspires you to write your own and having that option is nice.”

**Stress tests:**

* I used an auto-clicker to stress test the make box button to get the program to crash. I had it click the button two times a second for several minutes, but Pick-a-Path did not crash.
* Opening multiple instances (windows) of Pick-a-Path does not crash the game.
* Copying and repeatedly pasting text into the text box does not crash or slow the program down.