Test Plan

Glari

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Overview

**Introduction**

Glari is a 3d platformer. You as the player need to find a new home because your old home got destroyed by monsters. You want to move far away and start over at a different place. The journey to find a new home will have many obstacles and it will take a while to find the perfect house for you. In every level you will have to collect papers/fliers with “House for sale” advertisements.

**Current state**

The prototype is almost finished. Level 1 and 2 are complete. Level 3 needs background objects. The main menu is finished for the prototype.

Point of Interest

**What will the tester find?**

The movement feels a bit slow. You could hang against certain objects. Maybe the time per level needs to be higher.

**Which part of the game needs to be tested?**

Mostly the gameplay. Maybe a bit about the design.

**How will you test it?**

With a build.

**Why does it need to be tested?**

I want to know: if the levels are not to difficult, If there are bugs that im not aware of, If the HUD needs changes, If the characrter fits the environment, If there should be changes in level 1 or 2, If the character needs more HP, if the time per level needs to be higher/lower, if the movement is good.

**What will be done with the results?**

If more than 2 have the same feedback about a certain aspect of the game i will change something about it.

Testers

**The criteria for a valid tester:**

* All ages
* Preferable Gamers/GameDevelopers/Artists

**The minimum amount of testers that should perform this test:**

5

Questions

**List of questions:**

Voor welke leeftijd is dit spel geschikt?

Hoe zou je de character omschrijven?

Wat zou je aanpassen aan de character movement?

Wat zou je aanpassen aan de HUD?

Past de character bij de map(levels)? Licht je antwoord toe.

Wat zou je aanpassen aan level 1?

Wat zou je aanpassen aan level 2?

Hoeveel HP zou de character moeten hebben?

Wat vind je van de Tekst font?

Hoeveel tijd zou je per level moeten krijgen?(in min.)

**How will the testers be asked?**

They will be asked to fill in a form.

**All aspects that should be payed attention to:**

if the controls are easy.

If the collectibles are obvious enough to be found.

If the power ups look obvious.

If the level is not to difficult.

Procedure

**All Steps that will be taken during the test:**

1. the tester will play the build.
2. The tester checks the test form.
3. The tester fills in the questions and switches to the build if they need to check it.