

# SCOPE OF TESTING

We're looking at validating the new battle mechanics, map navigation, and UI flows that are part of the <feature> retention loop.

## RESEARCH GOALS

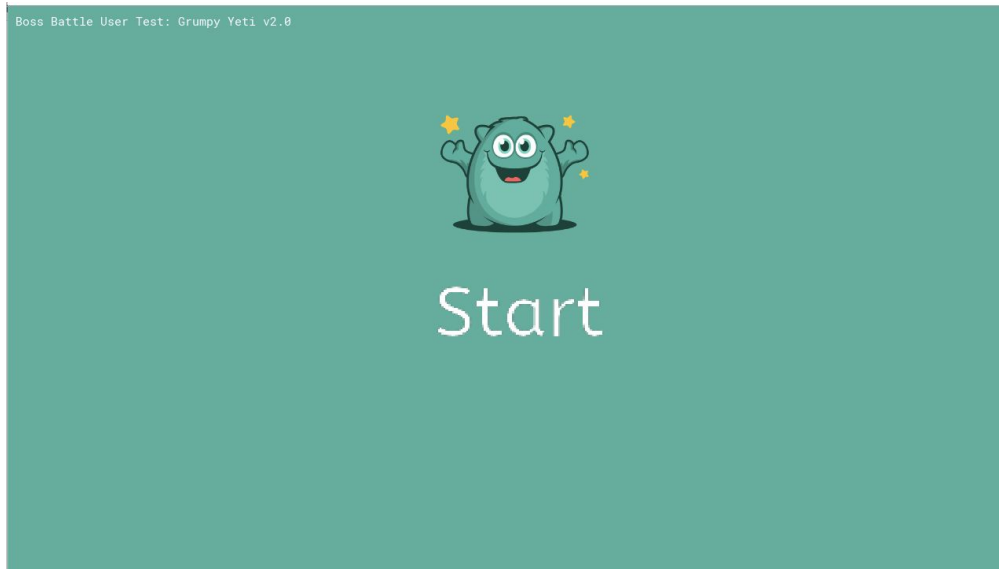
Questions we're looking to have answered:

- Understanding of battles
  - Do players understand how to select specific targets (ie. crystals) in the newer Boss battles?
  - Do players want to play the battles multiple times?
  - Why? Fun? Rewards?
  - Do players understand the boss battles are more challenging?
  - Do they understand that healing/proper equipment may be required?
  - Do players understand the elemental advantage/disadvantage in battle?
- Rewards
  - Do Players understand they have to click 'Spin Now' without being prompted?
  - Do Players understand the randomness of the interface being presented?
  - Do Players understand what 'Spin Again' means?
- Adventure Map
  - Do players comprehend unexplored vs undefeated Phases in the Adventure Map UI?
  - Do players understand that some areas are locked on their first run?

- Do players grasp the concept of Pets leveling up, even though there is a suggested Pet Level for each Dungeon?
  - Do players understand this is temporary?
  - Do players understand collected rewards vs missing rewards from observing the Adventure Map alone?
- Restart/Exit Dungeon
  - Do players understand the concept of rebooting the Dungeon and the impact of this decision?
- Dungeon Level Design
  - Do players understand the interactables?
  - Do players understand the choices in the level design?
  - Do players understand the camera and movement controls?
  - Do players understand the healstones?
- *Additionally, but not required--* assess if they realize it's a save point
  - Do players get lost? (via backtracking or otherwise)
  - Do players grasp the concept of healing and its importance to the dungeon?
  - Do players engage with the pet, following implementation?
  - Do players understand what parts are walkable and what aren't?

## ***SCHOOL TESTING - v2.0***

1. Player starts on Game Map, outside the entrance to Crystal Caverns
  - Player will see Start screen
  - Prompt player to click on 'Start' if necessary



## 2. **Adventure Map**

- *“What do you see here?”*
- *“What are the pictures of these items telling you?”*
- *We’d like the player to understand that each area has its own rewards.*
- ***There were some comments on ‘Match 3’ previously, which would be nice to avoid.***
- *“Why are the borders on these items different colors?”*
- *We’d like them to understand there is a difference in rarity for these, related to the Store UI. Is this coming across?*
- *“Where are you located right now?”*
- *We’re looking for the player to recognize their own icon on this map*
- *“How do you start the adventure?” (button)*



### 3. Yeti Battle - Phase 1

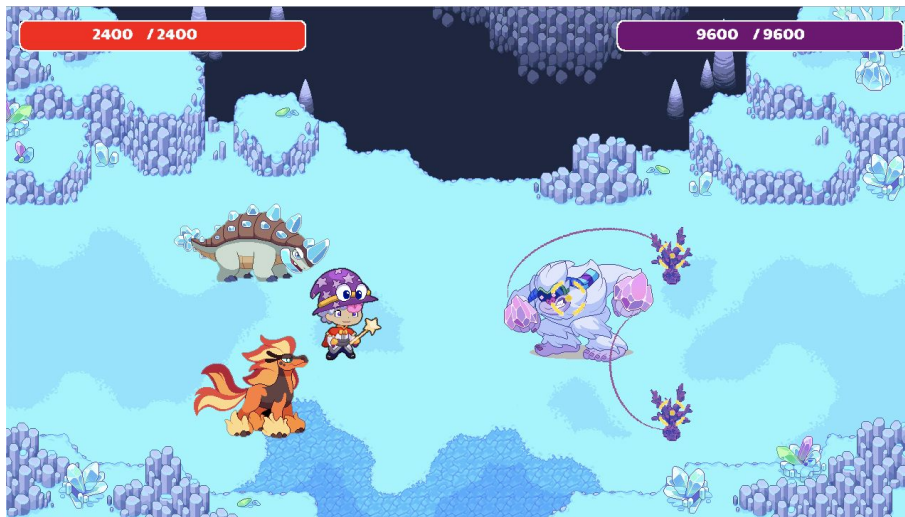
- For this version, we've limited scope to just the Yeti battle for now.
- BAM appears as soon as the Yeti intro animation is completed.
- Yeti: *"Why do you think your spells appeared immediately?"*



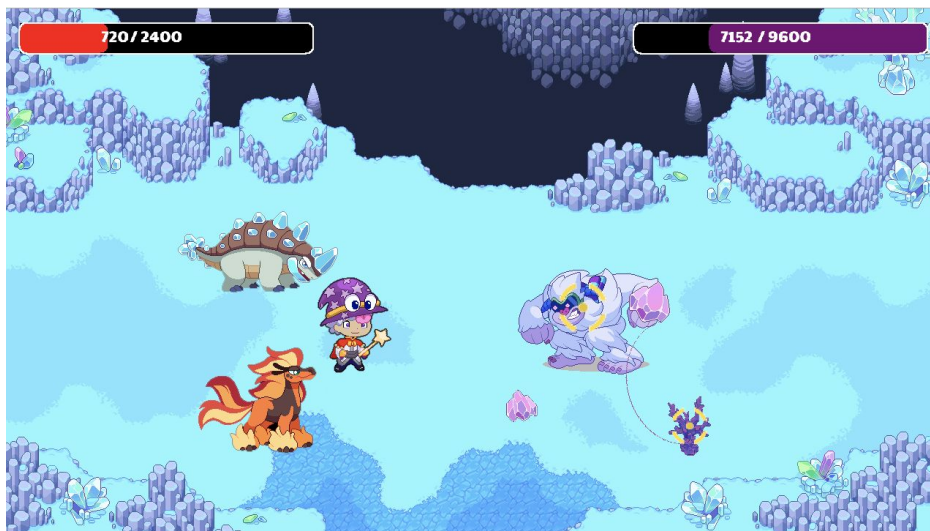
- Yeti: *"What do you see about this boss?"*
  - If observed: *"Why do you think there are attachments to his arms?"*
  - *Items* - *who is it healing?*

- (future pet health stat) -

Does AOE come across, and what impact does it have on strategy?



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- We're looking for the player to understand that
  - The crystals are powering the Yeti in this state (we'll improve the 'heal' phase of the Yeti in v3.0)
  - That healing is required to win this battle (increased difficulty)

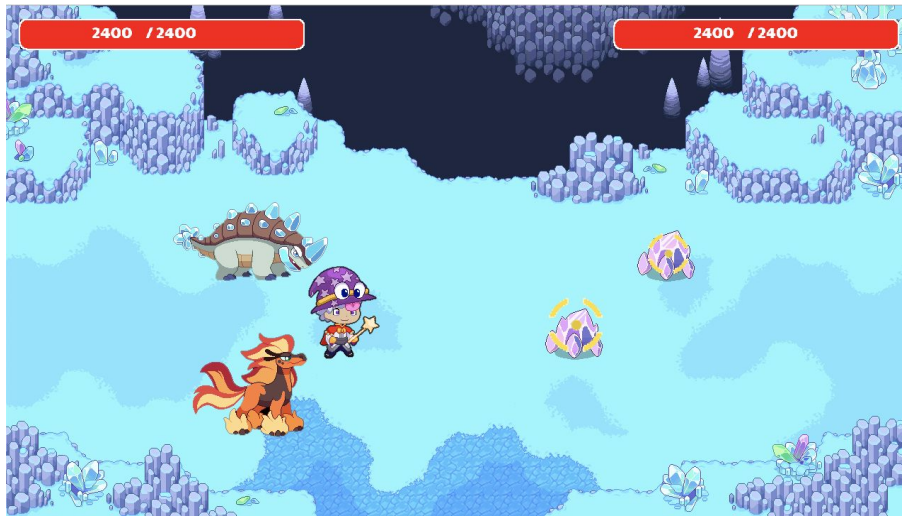


#### 4. Yeti Battle - Phase 2

- Yeti is now cured - conversation sequence



- Crystals that dropped off arms are now targets
- *Why do you think the color has changed to red on the health?*



## 5. Map Chest Drop

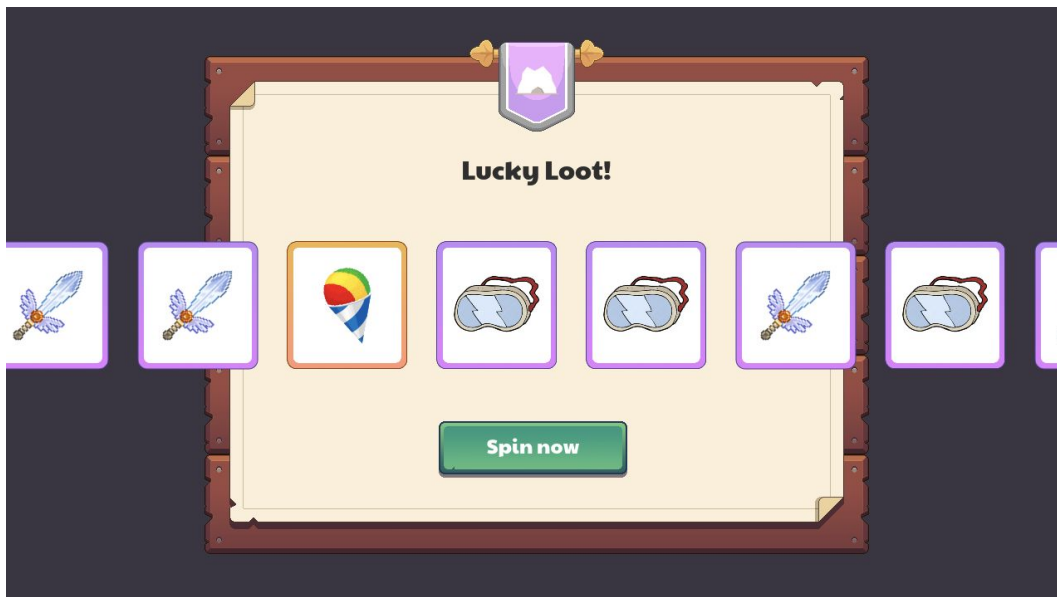




## 6. Boss Reward Spin

Generally looking for an understanding that this is a random sequence and they can 'try again'. Also would be nice if they show some enthusiasm and interest!

- “Do you think this is like Prodigy’s spin wheel?”



- Player spins
- Random reward is received
- Player clicks '**Claim Reward**' to end test

## **7. Player can restart sequence**