

Teacher:

Setup game

- Task 1
 - Choose year level
 - Select number of rounds and length
 - Team/individual/generate teams
- Task 2
 - Add/remove topics to game
- Task 3
 - Allow players to join
 - Start game

Play game

- Task 4
 - View Leader board
- Task 5
 - End Round
 - End Game

Pro-Froma Test Plan

Task Num	Type	Target Screen	Name	Purpose	Expected Result
1	Paper Prototype	Set up	Test settings	Ensure the user can change the basic game settings	Fewer than 20 screen interactions Less than 30 seconds
2	Paper Prototype	Set up	Test add topics	See if the user can add and remove a topic from the game	Fewer than 5 screen interactions Less than 20 seconds
3	Paper Prototype	Set up	Test begin game	See if user can allow players to join and begin the game	Fewer than 5 screen interactions Less than 30 seconds End up at Game Screen
4	Paper Prototype	Game	Test view leaders	See if the user can point out where to view the leaders	0 screen interactions Less than 10 seconds
5	Paper Prototype	Game	Test end game	See if the user can end a round and end the game	Fewer than 5 screen interactions Less than 20 seconds User returns to Set-up screen

Student

Join game

- Task 1
 - Choose base spaceship
 - Seeing game setup

Basic mechanics

- Task 2
 - Adding/removing Blocks
- Task 3
 - See stats for their space ship
 - See their points
- Task 4
 - Unlocking new blocks

Pro-Froma Test Plan

Task Num	Type	Target Screen	Name	Purpose	Expected Result
1	Paper Prototype	Set up	Test begin game	Ensure the user can select a spaceship and join the game	Fewer than 10 screen interactions Less than 30 seconds End up at Game screen
2	Paper Prototype	Game	Test add blocks	See if the user can add and remove a block in the code screen	Fewer than 10 screen interactions Less than 30 seconds
3	Paper Prototype	Game	Test view stats	See if the user can point out where the space ship stats and points info can be found	0 screen interactions Less than 20 seconds
4	Paper Prototype	Game	Test view leaders	Ensure the user is able to unlock the new blocks to be used for the next round	Fewer than 10 screen interactions Less than 30 seconds