**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 |