**Test Plan for the Maze Game Paper Prototypes**

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| **Task Num** | **Task** | **Purpose** | **Pass Criteria** |
| 1 | Identify their player on the class screen. |  | PASS: Less than 15 seconds |
| 2 | Login | To ensure that the login screen is straight-forward and easy for both students and teachers. | PASS: Less than 30 seconds |
| 3 | Viewing/understanding the dashboard | To see if the user understands the purpose of the dashboard.  To also observe the reaction of user to dashboard. | PASS: If user understands the purpose of the dashboard. |
| 4 | From dashboard go to the “Virtual Classroom” | To ensure that students can easily find out where to go to start the lesson. | User selects the green “Virtual Classroom” button.  PASS: Less than 15 seconds. |
| 5 | Wait for “Virtual Classroom” to become active | Purpose is to get the user to understand that these lessons are only available when a teacher has activated them during a lesson. | PASS: Understands that the class has not started.  Understands that the box displays the activities for the lesson. |
| 6 | Join the activate “Virtual Classroom” | Ensure user knows how to join class. | User clicks the now green “Active: Join Virtual Classroom” button.  PASS: Less than 15 seconds |