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

Throughout this test observations will be made on:

* How student teams (size 2-4) work together on a single screen and how they response to the website.
* If the students naturally turn take in sharing the mouse and keyboard *(not in answering the questions as all answers should be a discussed and decided upon as a group)* or if the system needs to help guide that by displaying a different team member’s name for each challenge in order to remind them to share.
* How successful the website is as a “social learning” tool.

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| **Task Num** | **Task** | **Purpose** | **Pass Criteria** |
| 1 | Identify their player on the class screen. |  | PASS: Less than 15 seconds |
| 2 | Trying to make a move without having completed any challenges. | Users realise that they currently can’t make any moves due as they have not yet completed any challenges. | PASS: Less than 40 seconds |
| 3 | Complete a challenge. | To ensure that users understands the purpose of the challenges within this particular game.  To help assess how well this website works as a social learning tool. | PASS: Users completes challenges as a team realise that they have now won a certain number of steps according the number of stars on the question.    (No time limit as we’re not teaching the students the full content here) |
| 4 | Move around the maze towards the target. | See if users are able to use the smaller screen along in conjunction with the large class screen. | PASS: User is able to understand how the two different screens work together in order to move towards the target. |
| 5 | Repeat steps 3-4 until they/one of the teams reaches the target. | To help determine if users natural turn take and share or if the system needs to help guide them to do so. | PASS: Team completes the maze. |