Play Test Plan & Documentation

App Information

App Tested: Caramel Game Engine

Team Information (name/admin no.)

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Test Planning Summary

Test Duration (hours):
2

Survey link:
https://forms.gle/UrY65qFiaiPU7ehp9

List of Test Cases & Scenarios:

1. Tested Intention: Creating the GameObject

    Success Criteria: Users are able to instantiate and add components to GameObjects with a simple mouse click and GUI.
    Fail Criteria: Users have a hard time modifying the GameObject to their needs.

2. Tested Intention: Adding components

    Success Criteria: Users can add their own components and modify the values inside
    Fail Criteria: Users have trouble adding or removing their components.

3. Tested Intention: Writing and loading scripts

    Success Criteria: Users can load their Java scripts into gameobjects.
    Fail Criteria: Users cannot write in Java.

4. Tested Intention: Making a simple platformer

    Success Criteria: Users are able to make a simple platformer using scripts and physics in a short amount of time.
    Fail Criteria: Users take a long time making a simple platformer.