Game Test Plan

Originally, I planned to post the game to my GitHub to give people access to it. From there I would let all my friends know and post it on social media so that everyone could find out and go play my game. They would download it and put it on their devices and play and my only request would be that they leave a comment and a google document that I would have posted. From that doc, I would be able to get feedback and make the desired changes to my game and post the updated version and repeat the cycle again. However, this method proved to have far more difficulties than I first expected. These include:

* People with IPhone and Apple devices were not able to put the game on their devices as apple restricts installations from sources other than the apple store. For them to be able to put it on their apple devices, I would first have to get their apple IDs make request under my developer’s license to allow that to happen and that was just not feasible at all.
* People with android devices were also having a bit of difficulty as a lot of them were sceptical of turning on the setting to allow their phones to install from unknown sources. This setting had to be on for them to install the game and thus play it. So, this was also not to feasible.
* The biggest factor however was the fact that this game was built for VR using google Cardboard and not everyone had access to it. Without a google card board you would not be able to enjoy the game properly and get the full experience.

For these reasons above I decided to take another approach.

Here I would download my game put it on my phone and install it then go around with my google cardboard and ask as many people as I can to play my game. I also, with their permission, videotaped them playing the game to get my evidence of them playing. After they played the game I also asked that they leave at least one comment on my google doc so I could get feedback. This feedback was then used to figure out where/what was the biggest areas in the game that needed improving and then I would try to fix it and go back to these said people with the improved version. Since I had to physically go around to people I limited my sample size to just 15 people because it was a very time consuming process. So, this was my test plan.

The document with the comments of the sample area is below, and the videos of those who agreed to be taped is also in the folder.

This is the Comments document as the put in their information: (the actual doc is also in the folder as well)

Please put your name and a comment about the game anything you want, don’t hold back (my instructions).

1. Blackchiney: The game was fun to play and made me think I was actually in the virtual reality.
2. Reed: It made me anxious.
3. Ramsey: It was difficult to play to kill enemies I would like to be able to move as well not just look around.
4. Levi: It was incredibly fun; however, the game is too difficult.
5. Fayola: Very hard to kill teddy bears, so there is not enough time to kill many before you die.
6. Other girl If you had an option to zoom out so you could see the teddy bears coming because they’re kind of hard to see coming.
7. Akira: It was exciting and addictive.
8. Apsara Williams: The concept of the game while simple, it at times was difficult because the animals came with such speed and at 360 degrees. While I agree that games must have a challenge it was too difficult to enjoy because you had to shoot at the bears for too long.
9. Nitya: I like the music and the time that you have to look around at your surroundings before the bears kill you. The bears are really hard to kill :(
10. Alex: It is an entertaining game a bit difficult at first to even kill any enemies but after you get a bit adjusted to it, it gets better still challenging but more fun as I can actually survive.

My Questions Below: (my follow up questions)

1. Is it easy to manoeuvre and shoot at the aliens? (Yes, No Maybe) Y, Y, N, Y, Y, N, Y, Y, N, Y
2. Does the VR make you feel sick at all? (Yes, No Maybe) N, N, N, N, N, N, N, N, N, N
3. Do you find it easy to kill enemies are they too powerful, just right or too weak? (P, J, W) P, J, P, P, P, P, P, P, P, J
4. Do you feel accomplished having made a new score? (Yes, No Maybe) Y, Y, Y, N, N, Y, Y, N, N, Y
5. Would you buy this game? (Yes, No Maybe) N, M, M, M, M, Y, Y, N, Y, Y
6. Would you play this game? (Yes, No Maybe) Y, Y, Y, Y, Y, Y, Y, Y, Y, Y
7. On a scale of 1 to 10 where do you rate this game? 7, 8, 7, 9, 6, 8, 9, 6, 7, 8