Testing Strategy

It satisfies the brief and includes everything that is required. The screens and navigation work correctly and it's just under 1GB which is the size it is meant to be. The users are happy with the product as it contains a lot of content and isn't the same thing repeated. It has a theme which fits into the younger target audience but has some of the combat the older part of the target audience wants to be included. The client is also happy due to there being no overexaggerated gore and it has a happy and colourful theme.

The features that were planned are all included. The colour scheme, map levels etc. are all included. People can also use it with the program that is implemented which allows the player to use a controller. It performs smoothly with high performing animation. Where the buttons are set on the controller it makes the use of the controller easy as well.

To evaluate the game, I will be using a questionnaire on survey monkey to find out what the testers thought of the game. I'm choosing this method as it is easy to gain feedback from the testers and they will also be able to add comments on what they thought overall of the game and if they have any improvement ideas they could add. As mentioned, before I will be using survey monkey as they have a well laid out site and it is easy to add questions of any style and in a formal enough way to make it appropriate. Once I get the feedback, I can make the changes the testers recommend when suitable and can also fix any bugs the testers notice as they may be harder to identify on my own. Another method I am going to use is a 'focus group' where I'll get my testers to test the game and have a group discussion with them to get their feedback on the game and see if they have any suggestions of improvements, this method would also work well as I will have eye to eye contact with the testers and may understand their opinions more as they can go more in depth in person.

The link to my questionnaire - https://www.surveymonkey.co.uk/r/CQ8B7NL

I came across survey monkey from previous questionnaires I had created and thought it would be suitable to use for my testers.

Things that should be tested on functionality testing: -

- Do the buttons work?
- Do the characters move?
- Are the collectables working?
- Does the score go up?
- Do the lives go down?
- Do the screen changes happen when suitable?
- Does the high score change?
- Does the game run smooth?
- Does it worth with the controller?

Does it work?	
How well does it work?	

If it does not work, what happens when it is tested?	

Expected results: -

Do the buttons work?	When the buttons on screen are pressed, they should do the allocated action.
Do the characters move?	When the action to move is used, the sprite in game should move in the direction allocated to the action.
Are the collectables working?	When a player walks over the collectable, the collectable should disappear.
Does the score go up?	Once the collectable has disappeared the score is expected to go up by the allocated amount.
Do the lives go down?	If the player hits an enemy sprite or an enemy platform the lives should go down until they hit 0.
Do the screen changes happen when suitable?	The main screen should go to the game screen when the button is pressed. Once the lives are at 0, the game over screen should appear. When the player hits the dog house it should change to the next level until they are on the last level which then it should change to the win screen.
Does the high score change?	On the win screen does the list of high scores go up if you have had a higher score on the current play.
Does the game run smooth?	There should not be any lag or players getting caught on platforms.
Does it work with the controller?	The player should be able to move with the assigned controller.