**CS30 Capstone Beta Testing**

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| **Dev name:** | Priyansh Jhanji | **Tester name:** | Digant Jhanji |

*Use the following questions to interview your tester* ***after*** *the testing phase has concluded. Fill in the template with their responses. If a response is very short or lacks detail, use a follow-up question to gather a more complete response.*

**1. First Impressions**

* What were your initial thoughts/impressions of the program?
* Was it immediately clear what the program/game was about?

I thought it was a normal board game of chess, but it was different which has chess block turning colored when doing the move. 3-D figures. But those looks wired figures rather than 3-D solids. It was having music button behind to listen and can mute if want to play in silence and focused, I was able to save my game as well.

Yeah, it was very clear what game is about. But I was amazed to see that it has music to listen in it to kill boredom while playing the brain game.

**2. Usability and Navigation**

* Were the controls for the program easy to figure out and use?
* Were there any points where you got stuck or confused?
* How would you rate the intuitiveness of the interface on a scale of 1–10?

Yes, I find the controls of program easy and was able to move the different figures of chess board easily. But I found difficult to look on the scores and keep at tap on what’s going on.

Yes, there was a point in the game where I found that game ended, and a picture came and I left unanswered that what happened that I was winning and it stopped with a screensaver on screen. That was only a confusing point in game, rest was good.

I’d rate it 9 to 9.2 out of 10.

**3. Functionality**

* Did everything work as you expected?
* Did you encounter any bugs, errors, or crashes?
* Did the game/program run smoothly?

Yes, everything went well. Except a tiebreaker between player and AI.

No bugs and crashes but a Tiebreaker and screen locked or game ended.

Yes, it went smoothly.

**4. Engagement and Enjoyment**

* Did you enjoy using the program or playing the game?
* What parts did you find the most fun or interesting?
* What parts did you find boring or repetitive?

Yes, I genuinely enjoyed playing the game. It kept me engaged and thinking throughout each session.

The in-game music added a nice atmosphere, and the strategic element of going up against the AI—or another player in 1v1 mode—was very satisfying. It really made me think a few moves ahead, which kept things exciting.

Honestly, I didn’t find any parts boring. Because the gameplay relies on strategy and decision-making, each match felt different. Whether it was Player vs AI or Player 1 vs Player 2, the mental challenge kept it fresh and engaging.

**5. Suggestions and Improvement**

* If you could change one thing about this program/game, what would it be?
* What features do you think could be added to improve the program?
* What parts did you find boring or repetitive?

If I could improve one thing, I’d add a win/loss celebration system—something like animated effects on the board when a player wins, and a clear message like “You Lose” or “AI Lost” when the game ends. Right now, the ending feels a bit abrupt. It would also be great to let players enter their names so it feels more personal, especially in Player vs Player mode. Another big improvement would be enhancing the 3D view—having the option to rotate the board or switch angles, similar to Google Street View, would make the game feel much more immersive. Lastly, the pawns could use a visual upgrade; they look a bit too simple compared to the other pieces.