Test Plan
StandUp Game

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1   Introduction

Testing is a huge part of developing any piece of software. Testing provides a general view about the quality of the product. It can also detect failures in the software early on which can then be fixed without much hassle.

This document describes the specifics for the test plan. Receiving objective feedback is about the product can help us identify any mistakes or problems that we as developers might overlook. That is why we want tot test with people outside of our development group. This document is about how we accomplish user testing, what we need for this and how we are turning this into results.

2   Testing with external people

2.1   Resources

The amount of resources needed is not a lot of resources, since the game requires only a mobile phone. It is however important to keep the target group in mind. To properly obtain feedback the users that participate in our tests need to have a Sedentary lifestyle.

The best testers for our game, are persons who fit in our target group. Students from Computer Science and the office workers from the EEMCS-building fit in this group, as they spend a lot of time sitting behind their desktop. We also chose these people as they are both in close proximity of us, so this makes it easy to meet with them to talk.

Besides needing people to test, we also need them to have phones with Android. Sadly, there is no other solution for this.

2.2   Setup session

When we have found the people we need for testing, we need to have a setup session with them. In this session we help the tester to install the game and tell him any important information needed during the tests. This includes the following things:

- Giving the tester the .APK to download and install the game.
- Giving basic instructions on how the app works to ensure they fully understand the game.
- Sharing how to contact us.
- Asking for a follow-up meeting. The purpose of the next meeting is to find out about the results of the test session

2.3 Test session

The time between the introduction conversation with our testers and the follow-up session should be at least two days but not more than one week. This gives enough time to go on multiple strolls, so that the tester can fully create an opinion about the game.

2.4 What will be tested

There is a lot to be tested in the game. The following can be named:
- Stroll
- Events
- Rewards
- GUI
- User friendliness

2.5 What will not be tested

We will not test the long term effects the application will have on the people using it. Although the focus of the product is to improve the lifestyle of the users, we do not have the time to run extensive user testing. Seeing the results on the lifestyle is likely to take several weeks, maybe even months.

2.6 Follow up meeting

If the testers agree for a next meeting, we want to at least discuss the following things with them:
- How many times did the person start a stroll?
- What were the good characteristics of the app?
- What were the bad characteristics of the app?
- Was the game easy to use?
- Did the game feel rewarding?
- Dit it help to stand up every hour for at least five minutes?

2.7   Documenting results

The results from the tests will be documented on our Google Drive. Negative feedback and Bug reports can be converted into issues on our GitHub issues page.

We have also created two google forms for when a follow-up session with the people testing the app is not possible. One of the forms is the 'Bug Report' form. Testers can report any information about bugs and on how to recreate them. The results of this form will then be used to create issues on the GitHub page. The second form is the 'General Feedback' form. General feedback can be given here about the software, covering all gameplay elements in the game.

Glossary

APK Android Application Package, file format to distribute and install Android software. 2

bug Error, flaw or failure in a computer program or system. 4

EEMCS Electrical Engineering, Mathematics and Computer Science. 2

GitHub Web based revision control and source code management. 4

Sedentary Characterised by or requiring a sitting posture. 2