Test plan:

We should donate at least two hours a week after a new build has been finished, for testing purposes. If more time is needed for testing we will allocate more time. Testers will be found in the tc during game nights, and we will test for an hour there..

How do we attract testers?

The current plan to attract playtesters is to entice them with cookies.

What is our current preferred player demographic?

The current player demographic is people ages 17 to 26.

~~Requests for testing: We would like for testers to find bugs and describe what they did to cause them to happen. Testing should be fairy quick in the beginning depending on how many bugs pop up.~~

Does the current design allow the player to explore the core essential experience? If not, how can we fix it?

Current core experience: Experiencing exigency while controlling a zombie trying to traverse through an exaggerated world in order to find the perfect grave.

Questions

What did you enjoy about the zombie’s movement?

Is there anything you would like changed about it?

Was there anything that you think should be changed about the camera?

What did you enjoy about the level?

If there was a least favorite part of our game, what was it and why?

Build release schedule

The current release schedule for builds is by-weekly in-line with the sprint report.

Testingschedule

The new testing schedule for Brains: Graveyard bound is : (needs to be discussed with the team.)

Tests to be completed-

Focus testing-

1. Does the game match the core essential experience?

Usability testing-

1. How does the mapping of the controls feel?

Technical testing-

1. Do the menus work as intended?
2. When playing dead does your character hit the ground as intended? Or does he pass through the floor?
3. When playing the game do any bugs crop up? Is it repeatable? What caused it?