Gift Game Test Plan:

Tester Testing Plan (Becoming a better Testing Lead)

1. Research the provided Testing Insights in slack
   1. Acquire the material.
   2. Update the Test Plan as knowledge is gained
2. Implement Testing Procedures and Details
   1. Ask for feedback on our testing process as a whole
   2. Update Testing plan with proper details
   3. Engage with other Testing Leads to see what they’ve done
3. Create a Checklist of Rules for testing.
4. Repeat.

Focus Testing Plan (TA: General Players)

1. Enter TC and find Groups of people to play our Prototypes
   1. Have a Survey written for the goal we’re trying to test (E.G. was it fun? Should we be sillier?)
   2. Have open discussion with people about the game and themes involved. (E.G. What is Cthulu?)
2. (As TA is narrowed) Hang posters around campus to inform our TA about testing for us. Offer free food to entice them if possible.
   1. Develop a budget for enticing people into helping us test
3. Have a full table dedicated to Testing our Game at Nanocon
   1. Assist in Set up of Nano con
   2. Plead for the use of a table
   3. Have surveys from earlier updated to the needs of Nanocon

Usability Testing Plan:

1. Research how to get a paper prototype easily understood
   1. Look into the history famous Card Games to find how they tested their game
   2. Replicate their process of Forming UI
   3. Have players test and provide our updated UI
   4. Port this process to the digital copy
2. Research successful mobile party games
3. Complete the Playable Alpha UI usability Testing by Nanocon

Technical Testing Plan

1. Get the game on a phone
2. Have phones communicate
3. Have game playable of at least 3 phones by Nanocon