Test Plan

Game name: Molazo (temporary name)

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**Overview:**

**Introduction:**

Molazo is a game about an astronaut that has crashed his ship into another space ship and he is jumping across the wreckage to get components and repair the escape pod and get home to earth.

**Current state:**

All the basic movement works, the powerups(double jump, weapon) work, there is a simple menu and ingame menu, the hud works, there are 3 levels, the boss works.

**Point of interest:**

**What do I expect the testers to find:**

The movement not being exactly how you expect it. The camera movement, mainly looking up and down, powerups are too vague.

**What part of the game needs to be tested:**

I’m going to test the whole game, mainly things you experience while playing the game.

**How am I going to test:**

I’m going to test with a build, this gives the player the best experience of the game.

**Why does it need to be tested:**

I want to know if the levels and basic movement things are good before I continue with more advanced things.

**What will be done with the results:**

The results will be gathered in one document and the problems that come back with multiple people will be looked at and changed.

**Testers:**

**Criteria for a tester:**

The game should be playable by everyone, we would like to test the game with people from the age of 16 + to get better and more serious answers.

**Minimum amount of testers:**

5 testers is enough to get a good result, this first test is only doing basic game things.

**Questions:**

**List of all questions for the testers:**

1. Wat vind je goed of mooi aan de omgeving
2. Wat vind je niet goed of mooi aan de omgeving
3. Voor wat voor leeftijden is dit spel interessant
4. Wat vind je goed en slecht aan de eind battle
5. Vind je de (korte) storyline bij de game passen?
6. Zo ja, waarom? Zo nee, waarom niet?
7. Zou je deze game aan andere mensen aanraden?
8. Licht je antwoord toe
9. Wat vind je ervan dat level 2 veel lastiger is dan level 1?
10. Wat zou je aanpassen aan de controls?
11. Welke games zou je hiermee vergelijken?

**How will testers be asked:**

There will be a word document with the questions they can answer after they played the game.

**All aspects to pay attention to:**

How fast are they adapting to the controls

What paths are they taking

are they understanding the powerups

are they bored after 2 tries

**Questions:**

**All steps that will be taken during the test:**

We will set up in the middle of the classroom

The testers will first play the game for 5 – 10 minutes

Then they will fill in the forum

If there are any other questions they can ask after the forum