Test Plan

Game name: Thardomar (temporary name)

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**Overview:**

**Introduction:**

Thardomar is a top down RPG game where you have to walk around and interact with objects to hack the elevators while you are escaping or fighting against the guards that don’t want you to get out. It takes place in an office building in 2019. You are playing as a guy that was working in an office but the boss gave you a stupid assignment 1 too many times and you decide to quit your job and try to walk out of the building, as you walk away the boss calls in the guards and says that he needs you to do the job, when you say that you don’t want to you start to run to the elevator and try to get out of the building! After you get to the bottom floor and are almost at the exit you come across your boss and you have to fight him as a final boss battle!

**Current state:**

all the basic movement works, the enemy works, the puzzle works, there is a simple menu and ingame menu, the hud works.

**Point of interest:**

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

The attacking is weird because you have to walk towards the enemy to attack them.

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

The first puzzle and level 1 will be tested

**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 van het aantal health dat de speler heeft?
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. Wat vind je van de enemies?
9. Wat zou je aanpassen aan de controls?
10. Welke games zou je hiermee vergelijken?
11. Wat zijn andere dingen die je zijn opgevallen zijn?

**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 bored after 2 tries

can they figure out the puzzle

can they figure out what to do

**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