

# AstroFrog

EDG-220-06 | Team 1 | Project 3 | Sprint 3 | Willow O'Hara



## Testing Plan

Intended Testing Date: 4/12/2023

## Testing Liaisons:

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## Intent:

Our first round of testing will have two primary goals. The first goal is to find out what parts of our concept players find most fun, so we can emphasize those parts and cut or deemphasize the parts that players didn't find fun. The second goal is to see how players react to using the DJ Hero controller. We expect the players to be unfamiliar with the controller, but that should not be taken as a free pass to have a confusing or frustrating control experience. Part of the testing will see how people feel about controlling the character so we can adjust the controls if necessary.

## Preparation:

Before testing, we will prepare a testing build of the game and upload it in an easily accessible location. At the Games Testing Lab, we will use one pod of computers, with four set up for keyboard controls and a fifth one set up with the DJ Hero controller. As testing is being done through the Games Testing Lab, we will need to have some team members volunteer to go in person to facilitate testing. In the next meeting following the testing session, the team members who went to testing will report back to the rest of the team with the results.

## Script:

- Team member greets tester
    - “Hi! My name is \_\_\_\_, and this is our game, AstroFrog.”
      - If using keyboard: “You can rotate AstroFrog by using the left and right keys, and press space to use AstroFrog’s tongue like a grappling hook.”
      - If using DJ Hero controller: “You can rotate AstroFrog by turning the turntable, and press the flashing red button to use AstroFrog’s tongue like a grappling hook.”
    - “If you have any questions, feel free to ask us for help.”
  - Explain objectives of the game
    - “Your goal is to catch the giant boss fly at the end of the level, and you can also try to find and collect all the smaller flies.”
  - Team members let the testers play the game, answering questions, noting bugs, and (non-intrusively) watching the gameplay to note any unexpected play patterns that arise.
  - Once players finish testing, a team member instructs them to use Alt+F4 to exit the game and navigate to the survey tab to ask for questions.
  - After the survey is completed, thank the testers for their time.
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## Questions:

### Demographic Questions:

- What control scheme did you use to test the game?
  - DJ Hero Controller
  - Keyboard
- How often do you play video games?
  - Less than 2 hours a week
  - 2-6 hours a week
  - 6-12 hours a week
  - 12-20 hours a week

- Over 20 hours a week

DJ Hero Controller-specific questions:

- Which games have you played that require a special peripheral?
  - DJ Hero (1 or 2)
  - Guitar Hero or Rock Band
  - Other (write answer)
- How natural did using the DJ Hero controller feel?
  - 1 (Barely playable) - 5 (As natural as a normal control scheme)

Gameplay Questions:

- How much did you enjoy controlling AstroFrog?
    - 1 (Did not enjoy at all) - 5 (Enjoyed a lot)
  - (Optional) Why did you say that?
    - Short answer
  - (Optional) Did you ever get lost? If so, explain what happened.
    - Short answer
  - Did you collect all the flies?
    - Yes
    - No
    - I don't remember/don't know what this question is talking about
  - (Optional) Why did you say that?
    - Short answer
  - (Optional) Did you encounter any bugs? If so, list them here.
    - Short answer
  - (Optional) Any other feedback you'd like to share?
    - Short answer
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## Sources:

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Frog Icon: <https://www.flaticon.com/free-icons/frog> title="frog icons">Frog icons created by Freepik - Flaticon

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