

# AstroFrog Adventure

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



## Testing Plan

## Intent:

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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. If the art assets are in a state where they can be implemented without a jarring clash between them and any remaining "programmer art," we can also test to see

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## Preparation:

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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 3 set up for keyboard controls and one set up with the DJ Hero controller. As we near the testing date, more questions will be added as we figure out more specifically what our demo will involve. 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.

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## Script:

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- 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 the hidden bonus fly.”
  - 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 takes them to the survey to ask for questions.
  - After the survey is completed, thank the testers for their time.
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## Questions:

### Demographic Questions:

- 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
- Do you enjoy playing platformer games?
  - Hate them
  - Somewhat dislike them
  - Neutral
  - Somewhat like them
  - Love them
- What control scheme did you use to test the game?
  - DJ Hero Controller
  - Keyboard

DJ Hero Controller-specific questions:

- Which of these games have you played before?
  - DJ Hero (1 or 2)
  - Guitar Hero or Rock Band
  - Other game(s) featuring a specially-designed peripheral (write answer)
- How natural did using the DJ Hero controller feel?
  - 1 (Very Unnatural) - 5 (As natural as what I normally play games with)

Gameplay Questions:

- How much did you enjoy controlling AstroFrog?
    - Did not enjoy at all
    - Somewhat did not enjoy
    - Neutral
    - Somewhat enjoyed
    - Enjoyed a lot
  - (Optional) Why did you say that?
    - Short answer
  - (Optional) If you ever got lost, explain what happened.
    - Short answer
  - Did you collect the bonus fly?
    - No
    - I planned to at first, but ended up not collecting it
    - I didn't plan to at first, but ended up collecting it
    - Yes
  - (Optional) If you changed your mind, why?
    - 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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