

# AstroFrog

EGD-220-06 | Team 1 | Project 3 | Sprint 5 | Willow O'Hara, James McKibbin,  
and Natalie Froelich



## Testing Plan

Intended Testing Date: 4/22/2023

## Testing Liaisons:

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## Intent:

For our second round of testing, we want to both see how players feel with our completed first level, as well as look at and give feedback on potential future concepts. With the level, we want feedback on the length, how much the art reflects the setting, and how easy the level was to complete. With our new enemy sprites in the game, we wanted to also ask players how easy the art for the enemies was to understand, and how difficult it was to interact with them in-game. As for our feature concepts, we plan on asking how much players would enjoy a few extra quality-of-life features, such as a minimap or guide for aiming.

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## 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.

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## 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:

- Have you tested AstroFrog before?
  - Yes
  - No
- 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

#### 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
- Did you collect all the flies?
  - Yes
  - No

#### Level 1 Questions:

- If there were more levels in this game, how long would you like them to be?
  - 1 (Much shorter than this level) - 5 (Much longer than this level )
- How easy was the level to navigate?
  - 1 (Effortless) - 5 (Too hard)
- AstroFrog takes place on the ship of the space bounty hunter AstroFrog as it drifts through space. How well did the art reflect this premise?
  - 1 (Very poorly) - 5 (Very well)

#### Enemy Questions:

- \*show picture of basic fly\* Were you able to tell what this fly did when you first saw it, before interacting with it?
  - Yes
  - No
- How difficult was this fly to deal with?
  - 1 (Effortless) - 5 (Too difficult)
- \*show picture of shield fly\* Were you able to tell what this fly did when you first saw it, before interacting with it?
  - Yes
  - No
- How difficult was this fly to deal with?
  - 1 (Effortless) - 5 (Too difficult)

#### Concept Questions:

- How do you think an in-game minimap would affect your experience?
  - 1 (Significantly worsen) - 5 (Significantly improve)
- How do you think a crosshair to help aim your tongue would affect your experience?
  - 1 (Significantly worsen) - 5 (Significantly improve)
- How do you think a transparent line (rather than a crosshair) to help aim your tongue would affect your experience?
  - 1 (Significantly worsen) - 5 (Significantly improve)

#### Other Questions:

- (Optional) Did you encounter any glitches? 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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