

CS 192 Software Engineering II

Alpha Testing Checklist

Tester's Name:	Jeremy Micah Choa	Testing Date:	26/4/17
Project Name:	Dark Knight	Project ID: (if applicable)	
Developer's Name:	Legends		

This checklist is to be used to assess if alpha testing goals have been achieved. There are two categories of goals. One is the functional goals and the other is the usability goals. Functional goals are the target features of the software that should have been built during the sprints. They are based on user acceptance criteria identified. Usability goals are used to test how usable the user interface of the application.

Target Audience: CS 192 Classmates

Instructions: Place a check mark inside the appropriate box to indicate if the software complies with the criteria. If it does not comply, and place a comment on its non-compliance.

Functional Goals:

User Acceptance Criteria	Compliance		Remarks
	Yes	No	
The player moves the in-game character with W,A, S, D, or arrow keys. When a button is pressed, the game plays a sound indicating movement.	<input type="radio"/>	<input type="checkbox"/>	
The player combats an in-game entity. The player enters combat through the course of the story.	<input type="radio"/>	<input type="checkbox"/>	
While in combat, the player controls when to block/attack the opponent. Successful attacks reduce enemy health, successful blocks prevent damage. The player cannot block and attack at the same time.	<input type="radio"/>	<input type="checkbox"/>	
The player may take damage during a fight. Whenever the player gets hit by an opponent, a portion of health will be subtracted.	<input type="radio"/>	<input type="checkbox"/>	
Player encounters a game plot scene on map: Game transitions to next scene.	<input type="radio"/>	<input type="checkbox"/>	

Tester's Comments:

Castle scene BGM should be lowered, it distracts from the dialogue
 I had no idea how to get to the castle other than blindly guessing a direction
 There weren't any in-game instructions on how to fight
 BGM should have stopped after the fight encounter, feels better that way, substitute with something else
 Blocking is too simple, could add wind-up noises to make it sound more real and add a sense of timing

Usability Goals:

This is the System Usability Scale (SUS) used to measure users' perceived usability of a product or system. It is highly reliable (.91). Mark the most appropriate box that shows how much you agree with the statement.

System Usability Scale Standard Version	Strongly Disagree					Strongly Agree				
	1	2	3	4	5	6	7	8	9	10
1. I think that I would like to use this system.										O
2. I found the system unnecessarily complex.		O								
3. I thought the system was easy to use.			O							
4. I think that I would need the support of a technical person to be able to use this system			O							
5. I found the various functions in the system were well integrated.				O						
6. I thought there was too much inconsistency in this system.	O									
7. I would imagine that most people would learn to use this system very quickly.	O									
8. I found the system very cumbersome to use.	O									
9. I felt very confident using the system.			O							
10. I needed to learn a lot of things before I could get going with this system.			O							

Computation of SUS Score:

For odd items: subtract one from the user response.

- ⑩ For odd items: subtract one from the user response.
- ⑩ For even items: subtract the user response from 5.
- ⑩ This scales all values from 0-4 (with 4 being the most positive response).
- ⑩ Add up the converted responses for each user and multiply that total to 2.5. This converts the range of possible values from 0 to 100 instead of from 0-40.

SUS Score: 65

Tester's Comments: