CS 192 Software Engineering II
Beta Testing Checklist

Project Name:	**Dark Night**	**Project ID:** (if applicable)	
Developer's Name:	Legends (Arceo, Capiral, Tan)		

This checklist is to be used to assess if beta 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 semester. They are based on user acceptance criteria identified. Usability goals are used to test how usable the user interface of the application is.

Target Audience: UP Students

Tester Information:

Tester's Name: **Brent R. Zaguirre**	**Year Level** 2nd	**Gender** **Male**

Instructions: Place a check mark (√) if the software complies with the criteria. Place a cross mark (X) if it does not, 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.	✓		
The player combats an in-game entity. The player enters combat through the course of the story.	✓		
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.	✓		
The player may take damage during a fight. Whenever the player gets hit by an opponent, a portion of health will be subtracted.	✓		
When the player encounters a game plot scene on map, the game transitions to next scene.	✓		

Tester's Comments:

Usability Goals[1]:
This is the System Usability Scale (SUS) used to measure users' perceived usability of a product or system. It is highly reliable (0.91). 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
1. I think that I would like to use this system.				✓	
2. I found the system unnecessarily complex.	✓				
3. I thought the system was easy to use.					✓
4. I think that I would need the support of a technical person to be able to use this system	✓				
5. I found the various functions in the system were well integrated.					✓
6. I thought there was too much inconsistency in this system.		✓			
7. I would imagine that most people would learn to use this system very quickly.					✓
8. I found the system very cumbersome to use.	✓				
9. I felt very confident using the system.				✓	
10. I needed to learn a lot of things before I could get going with this system.	✓				

Computation of SUS Score:
For odd items: subtract one from the user response.

- For odd items: subtract one from the user response.
- For even items: subtract the user response from 5.
- This scales all values from 0-4 (with 4 being the most positive response).
- 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: _____

Tester's Comments:

The program was good, it had a good story to it and the instruction were very clear. All buttons correspond to their proper actions and is accommodated with the proper sound timing. The area for improvement hopefully soon enough is on how the user will get more engaged with the game. I wish there were visuals and actual voice acting to make the application more interesting.

1 http://chaione.com/ux-research-standardizing-usability-questionnaires/