Usability Test-Plan

# Introduction:

This test plan is designed to supplement the Master Test Plan and provide additional details to the execution of the Usability Tests. It is intended to measure the goals mentioned in the master test plan and provide the requirements for implementing the testing.

Goals & Objectives of Usability Test:

* Determine if the requirements of the Master Test Plan for Usability are met
* Provide a means for user feedback to improve on certain design aspects of the game.
* Measure the success of the meeting the goals and provide a means to get data and feedback to reach goals.

# References:

* [Master Test-Plan](Master%20Test-Plan.docx)
* [Requirements](file:///D:\data\Dropbox\HomeWork\Senior%20Project\SeniorProject\docs\Requirements.docx)

# Deliverables:

* Player Feedback Forms
* Player Feedback Analysis and Report

# Test environment

* Standard Testing Computer: Laptop MSI Intel i5 CPU, 8GB RAM, 500GB SSD, OS: Windows 10, GPU: Nvidia GTX 1050.
* Most Recent build of project will be run on laptop

# Materials Required:

## Provided to Testers:

* Standard Testing Computer provided to tester, with latest stable build.
* One Player Feedback Form
* Pencil
* Mouse

## Provided to Administrator:

* Administrator Testing Instructions Sheet
* Administrator will be in charge of setting up Testers Materials and ensure they have access to it.

# Playability Features to be Tested:

* Conducive to learning
  + The environment provided by the game and the delivery of the educational content aid
* Ease of user for target audience
  + Children need to be able to understand how to play.
  + Gameplay not over complicated.

## Feedback Required:

* Players should provide feedback to verify that the requirements of the game are being met, and that is appropriate for the targeted audience.
* How the player felt playing the game
* How difficult was it to understand the game mechanics and controls?
* Did the objectives seem straightforward?
* Was the game interesting
* Did the player learn anything?

# Process of Testing

## Personnel Involved:

* Target Tester
* Administrator
* Developer if separate from Administrator

## Administrator:

* Either developer or an adult (over the age of 18)
* Understands how to run the game and able to answer questions about it.

## Target Tester:

* Student between the ages of 8 and 12

## Sample Size:

* At least 5 to 10
* More is preferable

## Requirements:

* Parental permission required for testing subject
* Student should have basic reading and writing skills at appropriate grade level.
* Privacy of test subject must be maintained. No names or contact information will be recorded from the test taker. Only information about the user’s Age, Grade, and Gender will be recorded for trend analysis purposes.

## Provisions:

* At any point the subject can choose to terminate testing.
* Subject must be made aware of this at the beginning of the testing.

## Sequence of Testing:

* Testing will be done with one subject at a time.
* Subject will be informed that they may request to leave the testing at anytime if they feel the need to.
* Instructions for testing will be read to subject
* Provide time to answer any questions to the subject
* Provide subject materials to include feedback form and pencil and the testing computer.
* Subject will begin testing once the administrator runs the game.
* Player will play through the game naturally, and may ask questions if unable to understand what to do.
* Once player has finished playing through the game, player will fill out feedback form.

Attached on the following pages are the printable instructions for the Testing Administrator and survey forms for players.

Administrator Testing Instructions

# Initial Setup

* Before tester arrives ensure the testing materials are available. There should be available at a table the player feedback form, a pencil and the provided testing laptop.
* Turn on the testing Laptop
* Login to the Tester Profile on the laptop, there is no password.
* On Desktop will be a shortcut to WebBrowser. Double click this will launch the game.
* Game is ready, and setup is complete testing with the subject will be ready.

# Instructions for testing:

* Bring in the test subject have them sit in front of the material
* Instruct them to not do anything until instructed to.
* Read the follow to them

“Thank you for coming here today to test the game. This test is completely voluntary, please know that if at any point you feel the need to leave for any reason you can. We will be testing a game called Web Browser it was created by Derrick Kamphaus. We will begin shortly; the test will include you playing through the game followed by a quick survey. When you are playing through at first try to do as much as you can on your own. If you feel like you cannot figure out what to do please ask for help. The goal is to see how easy it is to understand how to play the game. Do you have any questions”?

* After questions are answered, inform the subject they may begin when they are ready. Tell them to start the game.
* When the player as played through a few levels either after completion or they no longer want to play have them answer the survey.
* Provisions for survey: If the subject is younger, or has trouble with writing you can read the questions on the survey to them and write their responses.

Web Browser Game Survey

Thank you for taking the time to play Web Browser. Please answer the following questions to the best of your ability. Be honest there are no right or wrong answers. If you need help please ask the grownup for help.

Please write Your

**Age**: \_\_\_\_\_\_\_\_\_\_\_\_\_ **Grade**: \_\_\_\_\_\_\_\_\_\_\_

For the questions below circle the answer that applies.

1. When you first started the game how easy was it to create your profile and get started playing?

Very Easy Easy Somewhat Easy Hard Very Hard

Please write what made it feel easy or hard to get started. If it was difficult what would make it easier?

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1. After you started playing was it clear how to get to the next level from inside the spider’s home

Very Clear Clear Sort of Confusing Confusing Very Confusing

Please write what made it feel clear or unclear to get the level started. If it was confusing to you what would help to make more sense?

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1. When you were playing the levels was it easy to control the spider and get to where you wanted to go?

Very Easy Easy Somewhat Easy Hard Very Hard

Please write what made it difficult to control if you had trouble making the spider move. What could make it easier to control him?

1. ­­When you were answering the questions in the game was it easy to select the answer you wanted to the question?

Very Easy Easy Somewhat Easy Hard Very Hard

Please what made it easy or hard to choose the answer you wanted to pick. If you did not know an answer did you feel like you were able to the answer or any hints in the level?

1. Did you learn anything while playing the game? Would have fun at school if you played this game in class?
2. Overall did you like this game?

Loved it Liked it Not Sure about it Disliked it Really Disliked it

Please write why you liked or didn’t like the game. Be specific about what you liked and didn’t like.

1. Do you have any suggestions on what could make the game better?