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:

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

# Test Items:

* Unity Version 2019.2.3f1 Personal – IDE for creating the game as well as the engine to run the tests for the game.
* Microsoft Visual Studio Professional 2019 Version 16.2.3 – Programming IDE for C# scripts used in unity engine. Used to test code specific items and debugging.

# Features to be Tested:

## Functionality Features:

* Level Accessible and Functioning:
  + Accessibility of the levels and ability to gain access to all intended areas, and stay within intended boundaries.
  + Questions being able to be answered correctly and correctly display on the screen.
  + All content desired content fits within screen boundary and fit to the display.
* Save and Load Progress