
BattleFleets

Beta testing

Please answer as many of the following questions as possible with plenty of meaningful information. Your response will be analysed solutions to problems found will be considered.

Section1

In the following section you will be asked to rate the features described out of 10. Where 0 is the poorest and where 10 exceeds expectations. Select your response by circling your choice.

Interface

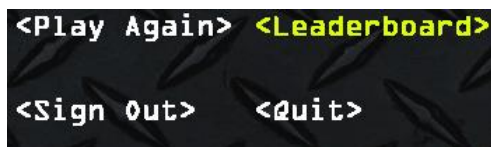
How easy is it to begin playing the game? 0 1 2 3 4 5 6 7 8 9 10

Do you find the game complicated to use? (0=no,10=yes): 0 1 2 3 4 5 6 7 8 9 10

How appropriate do you find the interface to be? 0 1 2 3 4 5 6 7 8 9 10

Is it obvious to distinguish between a hit fleet and a sunk fleet? 0 1 2 3 4 5 6 7 8 9 10

How would you rate the end of game buttons?



0 1 2 3 4 5 6 7 8 9 10

Do you think that the chosen music adds to the game experience? 0 1 2 3 4 5 6 7 8 9 10

Do you find the game layout consistent? 0 1 2 3 4 5 6 7 8 9 10

Additional Comments for section: _____

_____.

GamePlay

How enjoyable is the game to play? 0 1 2 3 4 5 6 7 8 9 10

What level of difficulty do you find the Artificial Opponent?(0=Easy) 0 1 2 3 4 5 6 7 8 9 10

Would you agree to the following statement:

“The leaderboard and scoring systems greatly improves the

Game by allowing players to have compete” 0 1 2 3 4 5 6 7 8 9 10

Do you find the game responsive to your mouse clicks? 0 1 2 3 4 5 6 7 8 9 10

Additional section comments: _____

_____.

Section 2

In this section you will be asked to circle either yes or no. Please circle YES if you agree with the statement. Otherwise circle NO.

Interface:

I was able to play the game without pressing the help button: YES/NO

I was aware there was a help button: YES/NO

I can find relevant information on the screen easily: YES/NO

I noticed lag when playing the game: YES/NO

If YES please state where: _____

_____.

I did not notice the audio loop: YES/NO

Section 3

This section will take longer than the previous two sections as it is a detailed breakdown of the game. This section is also the most crucial as it will feature more personalised feedback unique to you.

You will be required to fill in test cases and carry out certain actions within the game and provide feedback on your experience.

Out of program

Please comment on your experiencing of setting the game up?

Was it simple to do so? E.c.t

In program

How easy was it to enter your name when beginning the game?

Did the correct username appear?

Were you able to access the help menu at any point in the game?

_____.

Please provide feedback about your thoughts of the instructions menu and potential improvements:

_____.

If you have played under this username before please state whether your previous highscore was loaded?

_____.

If you are playing under a new username please state whether your highscore was set to 0:

_____.

When playing the game does the game event seem to register mouse presses which do not lie on the sea grid as the player taking their turn? To test this click anywhere on the screen except from the Players sea grid (Enemy territory) and comment what happens:

_____.

At any point in the game play are you able to reselect the same area of sea which you have already pressed?

_____.

What happens when you win the game?

Do all the buttons function correctly?

Is the leaderboard accessible and if you are a highscorer are you visible on the leaderboard?

Comment on what happens when you lose the game?

If you lose and you beat your highscore is it saved the next time you quit game and play under the same username?

To test the functionality of the following buttons, please have the game at the Player win or Player loose screen:



When you highlight the buttons what happens?

When you press the <Leaderboard> button what happens?

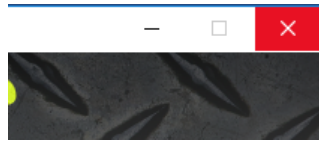
When you press the <Play Again> button what happens?

When you press the <Sign Out> button what happens?

When you press the <Quit> button what happens?

Participants name:

Are you able to quit the game from any screen/ point in the game via the button highlighted red below



Section 4

In this section you will be asked to provide information about the features you liked within the game and what you would like to have improved

Improvements

Things I liked

Section 6

If at any point in the game you discovered something not quite right, which could be a glitch or a problem with the game logic please report it in the forum below.

Bug log

Testers Name:	
Description of bug: (the more detail you provide the higher the chance of the bug being caught)	
What action do you believe caused the bug/ where within the game did the bug appear?	

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