

Beta Testing Report

Introduction

Fetch is a enjoyable 2D platformer made using Unity game engine and written using C#. In this game, your main goal is to retrieve the ball at the other end of the map and bring it back to your fetch robot, as quickly as possible. This task is to be completed while exploring fun maps, avoiding deathly traps and defeating dangerous enemies.

Through beta testing we aim to gain feedback from individuals who the game is designed for, we also aim to identify bugs or potential issues in the game a developer would not aim to find or run into.

Testing Methodology

Our testing approach is fairly simple, allowing the beta testers to play the game, try to complete the objectives whilst being asked certain questions relating to the game. These questions and answers will be logged in order to produce a results table.

The testing environment is carried out through the play mode in unity editor. Play mode still runs the game as though it has been built and run, it also provides log statements for us and the testers to see what their actions have caused for clarity.

Testing Results

Here are the results from our testing in a table.

Test er Age	Menu Usability	Level Difficulty	Do you like the Game Design/ UI/Assets	Avatar Movement	Bugs Noticed	Improvement Suggestions
Age - 11	- Easy to use	- Tutorial easy - Level 1	- "Cool Dog" - "Traps	- "Dog moves well"	- N/A	- More Dogs

		easy - Level 2 "confusing"	look good"			
Age 21	- Easy to use - Has all necessary functionality	- Tutorial and level 1 easy - Level 2 is quite hard	- Sprite animations are smooth - Game has music	- Dog controls are simple	- Slightest contact with enemies loses life	- Allow volume adjustment - Maybe reduce contact needed to lose a life
Age 12	- Easy to use	- Tutorial is easy - "Other levels are surprisingly hard"	- "Cool level themes"	- Dog is easy to use	- Dog got stuck on in one part of the map	- Allow user to pick different Dog

Results Analysis

From the results provided, it seems that the game is generally easy to use, with an intuitive tutorial and simple controls for the avatar movement. The overall design and UI/assets of the game seem to be well-liked by the testers, with positive feedback on the visuals and audio components. However, there are a few areas for improvement that have been identified, including difficulty levels that are confusing or too difficult, however we as developers like this as an increase in level should make the objective harder to achieve, there was also the need for more dogs to choose from, and the avatar getting stuck in some parts of the map.

Overall, the feedback suggests that the game has very good potential, with the fundamentals to a good game there in usability and nice design but there could be some slight adjustment to increase user satisfaction.

Conclusion

In general the Beta Testing was very helpful, through certain testers movements we were able to identify a bug in the game which we were able to fix (Dog being stuck) and generate improvements and ideas to possibly implement into the game in the future i.e Avatars to choose from or music level adjustment.

In order to improve the actual Beta testing it would've been nicer to gain feedback from more candidates of the target market (10 year olds).

