Play Testing Plan for *Gold and Glory*

Step 1:

“Hi, we are making a game and we’d appreciate it if you could help us by play testing. We’re looking for bugs, game play suggestions, art or sound recommendations, or anything else you think of. The game is a 2 player shoot ‘em up- if you have someone you’d like to play with, feel free to do so, otherwise one of us can play with you.”

Step 2:

A volunteer is expected to play for 3-5 minutes

Step 3:

We would like the play tester to describe their stream of consciousness: what are they seeing, thinking, doing, and/or planning. Between the HUD, the player, the player’s partner, the enemies, and the bullets coming from allies and enemies, there are a lot of things to look at and think about, and we want to know what draws attention and whether that is beneficial or harmful.

Step 4:

While the player is play testing, we will be sitting or standing a little ways away. One person will be available to answer questions, for example “How do I do this” or “What does that do”. Hopefully the game will be as self-explanatory as possible, but especially at this stage in the game we haven’t had time yet to make it totally clear how everything works.

Step 5:

“As I said before, the game is a 2 player shoot ‘em up. Each of you will be working with your partner to win the game. At any one time, one player will be the Attacker and therefore able to shoot, and the other player will be Defending and therefore able to shield. Player bullets do damage to enemies and potentially destroy them, Enemy bullets come in two types. The Defender has a shield which can block either one of the two types, and can be swapped at any time. Successfully blocking a bullet grants the Defender an ammo, which can be used to shoot when the players swap roles. Player 1 will use the keyboard, Player 2 the Xbox controller. Player 1, use the WASD keys to move, Player 2, use the left stick. If Player 1 is the Attacker, use Space to shoot and X to use your special, if Player 2, it’s X to shoot, and B to use your special. If Player 1 is the Defender, use Z to request a role swap, if Player 2 use X. I know that was a lot of info, but go ahead and get into game and please feel free to ask any and all questions you may have.

Step 6:

Google Form TBC

Step 7:

“Thank you for playing, I hope you had fun. Your input has been very valuable for us and we look forward to improving the game with the suggestions of you and your peers. We hope that you’ll join us again later when the game is further along in development.”