

The Skeleton War

PLAYTESTING PLAN

Plan and Playtesting Survey may be updated as per results of playtesting each week.

Playtesting Sessions

Location

Specific areas in order to avoid observation from potential naïve testers.

- S515 (games lab)
- S block, level 5 computers

When

- Tuesday, Wednesday, and Friday of each week
- Time varies depending on the week and day, and team members involved

Involves

- Summary, Findings, Script, Questionnaire and Survey playtesting documents of The Skeleton War
- Video of each playtester will be recorded via Nvidia ShadowPlay (if they are fine with that)
- 3 team members will take notes on the playtesting session
- 1 team member will be head of the Playtesting session
 - Reads out the Script and guides the playtesting session (Pawani)
- After each Playtesting session, notes and forms will be analysed and all issues will be recorded into the Findings document and Trello
- Due to The Skeleton War being a multiplayer game, multiple testers at once will be required
 - If 1 playtester – 1 will take notes (one per playtester), and other 2 will be dumb AI
 - If 2 playtesters – 2 will take notes (one per playtester), and other will be dumb AI
 - If 3 playtesters – all 3 will take notes (one per playtester)
- Both Naïve and Deep testing will be conducted each week
- At least 5–8 Naïve testers each week
- Both Game Modes will be tested each week
 - 2 Sessions of Death Match, then 2 sessions of Rubix
 - Each session lasting 5 minutes

Playtesting Process

1. Each tester will be first issued a Questionnaire to complete. Skip this step if the playtester has already completed The Skeleton War Questionnaire.
2. Once the Questionnaire is complete, the Script is clearly articulated to the playtesters. Note that they will be:
 - Asked if they are fine with being their gameplay recorded.
 - Told they may wish to take a break or leave at any time during the Playtesting Session.
3. Naïve playtesting ensues with the 3 team members quietly taking observations. Go to step 7 if playtesters are not eligible or has already completed Naïve testing of The Skeleton War.
4. Once Naïve playtesting is complete, the playtesters are asked whether they wish to stay on for Deep playtesting or not.
5. If the playtesters do not wish to continue on to Deep playtesting, they are given a Survey to complete.
6. Once the Survey is complete, the playtesters will be thanked and allowed to leave. Note that the Survey document will be:
 - Marked about whether they completed Naïve playtesting, Deep playtesting, or both.
7. If the playtester does wish to continue on to Deep playtesting, the remaining section of the Script is clearly read out to the playtesters.
8. Deep playtesting ensues with the 3 team members answering and asking questions of the playtesters as they take observations.
9. Once Deep playtesting is complete, they are given a Survey to complete. Go to step 6.