

Wanderstep

Playtester Guide

Hi there! and thanks for your interest in testing my game: Wanderstep. It's an Android app inspired by the streetpass/play-coin system on the 3DS that encourages you to be more active in your day to day life by rewarding you for walking and completing workouts.

I'm making it for the subject Serious Games and Gamification Studio at UTS and as part of that I need to submit a Research Report at the end of the Subject

What Data is Collected?

As part of the report, I need to collect playtest info to evaluate how effective my game is in four key areas:

1. Do players actually use/play the game
2. Do players enjoy the game
3. Do players easily understand how to use it
4. Is the game effective at its goals - in this case: increasing a person's physical activity

About a week into the playtest, I'll send all participants an anonymous survey to fill out to provide data for this section of the report. Filling in this survey is optional

Installation

To install the game, you'll need an Android phone since the game relies on the phone's sensors to track steps.

Over the next few days I hope to set up a google play store page for the app but until then, please visit this link to download the app:

<https://www.tabbycat.dev/Wanderstep.apk>

You should then be able to install it by navigating to it through your phones files and tapping it

Contact

If you've got any questions feel free to contact me on discord through my username **tabby__cat** or wherever else you know me

