

## **Sherpa Life QA Summary**

### **Sprint 3**

EGD-240-83 Game Production I  
Team 3 Project 1  
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#### **Sprint 3- Test 1**

The testing that was focused on for this week to test some new rules and mechanics. Two separate tests were run. The first was an informal setting with 5 testers. There was the dice mechanic that would have an avalanche happen on every time a player would roll the dice and hit a 1. The questions we asked were:

- Does the overall game make sense?
- Was the movement system balanced?
- Did the avalanche feel unfair and how would you change it?
- Was discovering items fun?
- Is there anything that should be added or changed?

This was the first time the avalanche mechanic was tested, so some of the results we received back reflected that. Movement was limited to only 1-4, meaning there was a 1 in 4 chance that an avalanche would happen sending player back a space. Testers said that they were happening way too often and seemed too sudden. It was suggested to have this mechanic occur less often, having a timer, or some sort of a countdown so players could at least be ready for it and have time to prepare. Overall, the game still made sense and discovering the items was fun for most testers. As for the avalanche mechanic, it needed some tweaking but was considered to be a fun part of the gameplay.

#### **Sprint 3- Test 2**

For the other QA testing we fixed the avalanche mechanic by having a separate dice roll every 2 turns. If it did land on a one, then players would get a warning saying there is going to be an avalanche in 2 turns! Then it would hit and send players back a space. This was done in a formal QA testing setting with 9 testers in total. The questions we asked this time were:

- Did the game make sense?
- Was the movement system balanced?
- Was the avalanche an enjoyable mechanic?
- Did the avalanche feel unfair and how would you change it?

- Was discovering items fun?
- On a scale of 1-5, what did you think of the amount of items? (1 being not enough and 5 being too many)
- Is there anything that you think should be added or changed?

5/9 Testers said the movement in the game was balanced. 9/9 Testers agreed that the gameplay made sense to them. With the avalanche mechanic polished up for a new set of people to play, testers seem to have a mostly positive experience with it, but for 5 testers, it never happened during their playthrough of the game. For the other 4 who did experience it, they agreed that it made the game more interesting and was implemented well. Other feedback included adding more items to the game so there wasn't a 50/50 chance of getting a space that you needed or not. Another mentioned to make it so the other player can't see what it is they revealed. This would add to the strategy of the game.