

QA Testing Plan and Feedback

Game Test Plan

INFORMATION

Game Title: Sherpa Life

Date of Testing: 2/9/17

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INTENT OF TEST

Test to see if the new obstacle fits naturally into the gameplay.

- To test to see if everything is understood by the player
- To test to see if the avalanche is fun for players
- To test to see if the avalanche feels too punishing or out of place

GAME SET UP

- The game will be set up by "DM" since during a digital game everything will already be in place
 - The DM will put the gems on the board to represent sights that the visitors want to see
 - The dice are given to the players and the players must decide who will go first
 - Each player will receive 1 Berry Card, 1 Flower Card, 1 Animal Card, and 1 Tree Card

TESTING SCRIPT

- Give the rule sheet
- Allow players to look it over and answer questions
- Start play
- Ask for general feedback then have players fill out feedback forms

FEEDBACK QUESTIONS

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

- Was discovering items fun?
- On a scale of 1 to 5, what did you think of the amount of items? (1 = Not even close to enough, 5 = Way too many)
- Is there anything that you think should be added or changed?