

Charge Forth

Testing Plan

Charge Forth

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Team Members

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Introduction

Charge Forth is a top down puzzle game where a player leads a Knight named Sir Dullard across the map to eventually reach the end goal. With this document, the Charge Forth team is hoping to define how, where and when testing will be performed and lastly how will testing be documented and recorded so the players feedback can be put into the game. Our intention is to get valuable feedback on User Interface, Level Difficulty, and the art's overall aesthetic.

Protocol

Playtesters will receive a copy of an Android build of the game in the coming weeks. Using different android device of varying sizes will determine if screen resolution scales appropriately, or if it needs to be revisited. Over this period there are two main ways of testing one is asking people if they would like to participate in the playtest and get their feedback and reactions in real time. The second way is a bit more far reaching, but it will not be in real time and requires participants to send us their feedback, this process would be sending the participants the .apk file and them playtesting in their own home. Each style of playtesting is helpful, the in person approach allows for quick first impressions and the immediate thoughts they have while playing our game. However, their feedback will likely be based on quick decisions so a participant might not explore the different available paths found within the game as much as we would intend. The remote testing features participants playing for a longer period of time, but we may not get their first impressions or conversation based feedback.

Questions and Measurements

We will provide playtesters with a pre-exposure survey and a post exposure survey. Our intention is to utilize a survey tool such as Survey Monkey, since it automatically provides us with useful charts based off their answers to the questions. Having a visual representation of our data will help interpret our findings and do so efficiently, leaving less margin for error. During in person playtesting, we will keep track of player deaths on a per level basis, which equates to how many tries it takes for the playtester to complete each level. In addition, we will externally record

how long it takes them to complete each level. This data will be averaged in their respective difficulty categories.

Questions that will be asked during the pre-exposure survey:

How familiar are you with mobile gaming?

How familiar are you with touch based controls?

Do you prefer Hardcore games or Casual games?

How many hours a week do you play video games?

How familiar are you with puzzle-based games?

Questions that will be asked during the post-exposure survey:

Were the puzzles too hard or easy and why?

While testing did you encounter anything that seemed unusual?

Did the UI or Level Layouts confuse you in any way?

Did you feel the UI was intuitive?

Did you feel like the art matched the overall aesthetic of the game?