Play Testing

Due: Sunday, July 25th

Introduction
- Last and final in a series of related projects
  - Goal is to test and evaluate prototype
- Focuses on
  - Testing game for bugs, errors
  - Critiquing game for game play

Motivation
- Many of us have played the game ...
  - that crashed every five minutes (bugs)
  - with the impossible level (level design)
  - with obvious dominant strategy (game play)
  - with painfully dinky interface (HCI)
- Testing can reveal. But many times more issues than time
  - Must prioritize what to fix based on factors
    - Most important to fix
    - Easiest to fix
  - Testing, balancing, and prioritizing

Overview
- Work solo
- Evaluate and test another group's prototype
- Document the fixes that you recommend
  - Prioritizing based on importance

Details (1 of 2)
- Randomly assigned project from another group (Pokemon cards)
- Given project (.gmk) and treatment (proj1)
- Compare final prototype to treatment
- Play the game!
  - Thoroughly, methodically, for fun and mistakes
- Note:
  - Understanding prototype is only a demo
  - Be forthright, no bearing on their grade
  - Qualitative assessment, as well as positive feedback, is also encouraged.

Details (2 of 2)
- Create Fix List, document as many fixes (bugs, design flaws, suggestions on play) as you find
  - For each fix
    - Descriptive title (boss too hard, crash in options ...)
    - Categorize as either:
      - CODE (if a programming mistake)
      - ART (if a fix to the art is needed)
      - GAMEPLAY (if a change to the game/rules/level)
      - OTHER
    - Priority of HIGH, MEDIUM, or LOW
    - Should be relative to other bugs
    - Clear which to fix first
    - Short description of the bug (sentence or two)
Submission

- Create document (.doc or .xls or ...)
- Include your name and email
- Name of game tested and who made it
- Email to me (claypool@cs.wpi.edu)
- Subject "Project 4"