Game Evaluation and Testing

Project 5

Due date: Sunday, February 26th

Introduction

• Fifth 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 clunky 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 in same group
• Evaluate and test another group's prototype
  - First, judging how well met design goals as described in their original documentation
  - Second, you will be documenting the bugs that you find in the prototype
    * Prioritizing based on importance
    * (Note, may be useful for quick fix before pitch)
Details (1 of 2)

• Randomly assigned other group
  - Different than one in proj 1
• Given project (.gm6) and treatment (proj1)
• Compare final prototype to treatment
• Write short *statement* (200 to 500 words) on how well prototype exhibits the potential of the design goals in the treatment
  - 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)

• *Bug list*, document as many bugs as you find
• For each bug
  - Give it a descriptive title (ex: walk on water, crash in options ...)
  - Categorize it as either GAME LOGIC, UI, or ART
  - 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)
  - Steps to reliably reproduce the bug
Grading Guidelines

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Evaluation</td>
<td>50%</td>
</tr>
<tr>
<td>Bug List</td>
<td>50%</td>
</tr>
</tbody>
</table>

• Estimate 8 hours/group member
  - (Again, about 1/2 other projects)

Submission

• Turnin (see Web page for instructions)
• Document