

Test Plan

Version 1.0

Date 11/12/14

Presented by: The Moose

Revision History

Revision	Revision Date	Comments
1.0	11/12/14	Initial revision

Introduction

This document describes the usability evaluation plan for Gleeb-Glob. The purpose of a usability evaluation is to detect any serious problems with gameplay prior to release.

Purpose of the Usability Evaluation

The purpose of the usability evaluation is to identify any serious problems with gameplay.

Usability Evaluation Goals

The following usability goals are being used to determine the “playability” of the game:

1. Does it take less than 30 seconds to retrieve the first molecule?
2. Does it take less than 3 min to retrieve all the molecules?
3. Does it take less than 2 tries to complete the first level?
4. Does the user collide with a barrier molecule?

We will also use a **survey** to determine subjective reactions:

1. Do you feel successful using the controls?
2. Do you feel successful understanding the HUD information?
3. What was the most challenging part of the game?
4. Were there any behaviors of the system that seemed unexpected?
5. What do you like/dislike the game?
6. Would you play this game?

Concerns

The specific questions to be addressed in this usability evaluation include:

1. Are the controls appropriate?
2. Is the goal of the game obvious to the user?
3. Is it clear which molecules are being collected and which are obstacles?

Target Audience

The selection of the participants whose background and abilities will mimic the intended end user of the game. Specifically, we aim to evaluate 17-24 year olds in the Intro to Chemistry I or II sequence at RIT. Since the target audience includes individuals with a wide range of experience gaming, it's critical that the entire experience spectrum is represented during the evaluation.

Design of the Usability Evaluation

<Description>

The Evaluation Process

The usability evaluation process is as follows:

Participant greeting and background questionnaire

Each participant will be greeted by the evaluation monitor. The participants will be asked to fill out a short background questionnaire. The issue of confidentiality will be explained and the participant will be asked to sign participant statements indicating their agreement to volunteer in the evaluation.

Performance Evaluation

<Script for what's going on>

Participant Debriefing

<What happens when they're done with the evaluation>

Logistics

A single usability evaluation will be run with at least 5 individual participant sessions. Each individual session will consist of an objective and an interview/questionnaire for the participant to complete.

The individual evaluations will take place in the following order:

- A performance evaluation in which each participant is asked to complete a level of the game.

- A questionnaire and an interview after each performance evaluation to gather additional insights and demographic information.

Requirements for the Evaluation

The team will provide:

- Evaluation personnel

- Evaluation documents

- Participants that reflect the profile of potential users

- A device with which to test the system

Material Design

<Outlines what we say and explain when the user is playing the game>

Data Collection Methodology