

Testing summary

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Software testing

The following tests are only a very small proportion of the tests performed.

1. Testing Rot AI

<u>Test</u>	<u>Reason</u>	<u>Expected Result</u>	<u>Actual Result</u>	<u>Satisfied</u>
2 Rot placed in level without survivors present.	Rot can move around the game level without passing through solid objects eg. walls.	Rot move anywhere around the game level without passing through solid objects. They walk in random directions.	Rot move anywhere around the game level without passing through solid objects. They walk in random directions.	Yes
Yellow circles drawn around Rot to show their "sensing" range. Playable character moved into circle. After a short time playable character moved out of circle.	1. When playable character enters the "sensing" circle of a Rot that Rot transfers to the Searching state. 2. When the playable character leaves the circle for a time the Rot switches back to the Wandering state.	1. Rot move as for above test until the playable character enters the circle. When playable character inside circle Rot begins to move slightly faster. They randomly move towards or away from the playable character but do not pass through solid objects. 2. Playable character leaves circle for a time. Rot starts moving slowly again and in random	1. Rot move as for above test until the playable character enters the circle. When playable character inside circle Rot begins to move slightly faster. They randomly move towards or away from the playable character but do not pass through solid objects. 2. Playable character leaves circle for a time. Rot starts moving slowly again and in random directions. Rot never	Yes

		directions. Rot never moves through solid objects.	moves through solid objects.	
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2. Testing survivor AI

<u>Test</u>	<u>Reason</u>	<u>Expected Result</u>	<u>Actual Result</u>	<u>Satisfied</u>
2 survivors in the Stationary state placed in level without Rot present. Transition to Returning state disabled.	Survivors can move around the game level without passing through solid objects eg. walls. With the Returning state disabled survivors can move anywhere in the level.	Survivors move anywhere around the level without passing through solid objects. They walk in random directions and stop at random intervals.	Survivors move anywhere around the level without passing through solid objects. They walk in random directions and stop at random intervals.	Yes
Transition to Returning state enabled. Additional survivor placed in level. Yellow rectangles drawn to show survivors normal movement range.	Survivors can change from the Moving state to the Returning state when far from their start location. When inside their normal movement range survivors move as in previous test.	As for previous test plus survivors do not move far outside normal movement range.	As for previous test plus survivors do not move far outside normal movement range.	Yes
1 Rot placed in level.	Survivors can change from any state to the Fearful state. They should move at a much greater speed away from the Rot and do not pass through solid objects. Eventually they stop and if they can no longer see the Rot they return to their normal movement range.	As for above tests plus when a survivor sees the Rot the survivor changes to the Fearful state. They move at a much greater speed away from the Rot and never pass through solid objects. After a time they stop and if they can no longer see the Rot they return to their normal movement range. Here they move with the same results as above tests.	As for above tests plus when a survivor sees the Rot the survivor changes to the Fearful state. They move at a much greater speed away from the Rot and never pass through solid objects. After a time they stop and if they can no longer see the Rot they return to their normal movement range. Here they move with the same results as above tests.	Yes

3. Testing item placement and clipping

<u>Test</u>	<u>Reason</u>	<u>Expected Result</u>	<u>Actual Result</u>	<u>Satisfied</u>
Wood item collected. Playable character positioned with a wall on their right side and another above them. Playable character faces to the right. Wood item used to place fire.	Fires cannot be placed under wall objects and must be placed at the first space around the playable character that does not contain a wall. Fires must not appear behind walls.	Fire placed below the playable character and not far away from them. Fire does not appear behind any walls.	Fire placed below the playable character and not far away from them. Fire does not appear behind any walls.	Yes
Wood item collected. Playable character positioned with wall on their left side and the edge of the level below them. Playable character faces downwards. Wood item used to place fire.	Fires cannot be placed under wall objects or outside the level. Fires must be placed at the first space around the playable character that does not contain a wall and is inside the level. Fires must not appear behind walls.	Fire placed to right of the playable character and not far away from them. Fire does not appear behind any walls.	Fire placed to right of the playable character and not far away from them. Fire does not appear behind any walls.	Yes
Items collected. Playable character positioned in bottom left corner of level touching left and bottom edge. Playable character facing bottom edge. 2 Items dropped.	Items dropped are removed from inventory and appear on the ground at first available space around playable character. Items must not be dropped outside the level.	The 2 items dropped are removed from inventory and appear on the ground above the playable character and not far away from them. Both items appear inside the level. Both items are dropped in the same place.	The 2 items dropped are removed from inventory and appear on the ground above the playable character and not far away from them. Both items appear inside the level. Both items are dropped in the same place.	Yes

4. Other tests

<u>Test</u>	<u>Reason</u>	<u>Expected Result</u>	<u>Actual Result</u>	<u>Satisfied</u>
Items collected. Playable character killed by Rot with inventory open.	User cannot use items or open inventory when playable character dead.	Inventory automatically closed when playable character dies. Any open item action menu is closed.	Inventory automatically closed when playable character dies. Any open item action menu is closed.	Yes

8 items collected. All stats altered. Game saved. Game exited and restarted. Game loaded.	User can save the game and load it to continue playing. Saving and loading a game does not change stat values or remove collected items from the inventory.	When game loaded: - All items collected before save are located in inventory. - All stats set to values before save. - Game continues as before save with all characters in the same positions as before save.	When game loaded: - All items collected before save are located in inventory. - All stats set to values before save. - Game continues as before save with all characters in the same positions as before save.	Yes
Game save started. Name: the?game."	Save game names can not contain invalid characters.	Error message output stating the?game." is invalid. New name asked for when OK clicked.	Error message output stating the?game." is invalid. New name asked for when OK clicked.	Yes
2 barricade items collected. 1 barricade placed (barricade 1). Sleep. When wake, place second barricade (barricade 2) in same level. Sleep.	Barricades decay over time when the playable character is in the same level as them. Barricades should decay independently of each other.	Yellow barricade appears when placed. After sleeping barricade does not appear to have changed. 2 nd yellow barricade appears when placed. After next sleep barricade 1 changed to green. No change to barricade 2.	Yellow barricade appears when placed. After sleeping barricade does not appear to have changed. 2 nd yellow barricade appears when placed. After next sleep barricade 1 changed to green. No change to barricade 2.	Yes

Game testing

The following section lists sample responses to questions on the provided feedback questionnaires. All responses are written by game testers whose name is given at the bottom of the response. Both questionnaires and all feedback from game testers are available on the project website.

1. Feedback from prototype version of game

Did you find any errors with the game, for example, you got stuck on an object and could not "unstick" yourself, the game did not display properly etc.?

Yes, I got stuck between a number of items and couldn't find a way to release the player. This was quite frustrating. - *Kristoffer Marc Getchell*

2. Feedback from almost complete version of game

Did you press the HELP button or F1 at anytime to access the in-game help? Did this solve any problems you had? If it did not solve the problem did you look at the User Manual? Did you know where to find the user manual?

I used the F1 help quite a lot. It was occasionally useful when I wanted to grasp basic game concepts (I didn't find the user manual). It was good for this task, but would have been better if it explained what specific inventory icons were for, as this wasn't clear. - *Angus Macdonald*

Did you understand the aim of the game and how to get from level to level?

Not really, I wasn't sure if the aim was just to stay alive, keeping in mind all of the variables such as fear and thirst etc, or to kill the Rot, or to try and save the princess. Maybe it was just to avoid those annoying other characters that you can't kill for fun. A clear indicator (maybe on the mini-map) should indicate the aim of each level, and where the end is. "Going up" isn't really that well defined. - *Alex Lupu*

How often did you find yourself going back to read the user manual? Did you even need to read it at all? Approximately how much time did you spend reading after playing the game?

I don't think it was necessary to read the manual, it is pretty obvious what you're supposed to do. It is nice for the storyline though! - *Christopher Jackson*

If you ever used the save game and/or load game features did you understand how to use them?

I did understand how to use the save and load features, however it was somewhat difficult to use as there was no way to browse for a saves game. If the name was forgotten, how would I be able to find my previous progress? Having a file browse window would greatly improve this! - *Kristoffer Marc Getchell*