

Paper Prototype for Game Testing Lab (due in 2 weeks)

Ask yourself:

You will not be able to finish your game in 2 weeks. What CAN you FINISH in 2 weeks?

Make this your priority! What is the drop-dead minimum representational game play I need by DEADLINE to represent my game to my game playing audience for testing.

Goals of Prototyping and Game Testing:

Discover bugs.

Discover how people interact with prototype.

Do features work?

Does game make sense?

Is game too difficult / too easy?

The game must be received well by audience:

Playability / entertainment value.

Difficulty Level and challenge.

Scope of game

(can the game player imagine the final game through interacting with the prototype?)

Clear Game rules in WRITING!

DUE ON GAME TESTING DAY

1. Computer Prototype:

- Interface should be SOLID / finalized (**Shell** and **In-Game** interfaces)
- Representations of Graphics for In-Game screens should be made available.
- Basic input interactions (*characters move by keypress / navigation / etc.*)
- Game Collisions and Reactions

2. Paper Prototype:

- Sketches of game (*optional*)
- Rules in WRITING
- Playable Game (*required if programming interaction not present*)

3. Prior to Game Testing Class - Organize...

- Easy to launch (without your prompting game player)
- Instructions in WRITING! (easy to read and understand)
- Can game player approach your 'game prototype' without your being there? D. Practice this with friend or me prior to class presentation of your prototype.

4. Create Survey:

- Create a simple 1-page survey for game testers
- Include questions (*scale questions, short answer, weakness / strength questions*)
- Focus on parts of game you can't survey yourself (*challenge level, interactions, etc.*)
- Make 6-10 copies of survey so you may have 6-10 responses.