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Unit 12 Learning Objective 4: Testing in Games Development

User Testing

Game Title:	The Rain Game		
Created by:	Hennie Frosthagen (729887)	Level Tested:	1-4
Tested by:	Erin Annable	Date of Testing:	8.5.18

Question	Strongly disagree	Disagree	Agree	Strongly Agree
I found the controls of the game easy to understand.				X
Tester Comments:	I understood the controls.			
It was clear to me what the goal of the game was from the start.				X
Tester Comments:	It was clear to me that I had to dodge the puddles to progress.			
The artwork in the game was clear and professional-looking.				X
Tester Comments:	The artwork is effective and sets the mood of the game.			
It was clear to me when I had lost the game.				X
Tester Comments:	It was clear that I had lost the game when I had used up 5 lives.			
It was clear to me when I had won/completed the game.				X
Tester Comments:	It was clear that I had completed the game when I entered the last door, which stated that I had won.			
The gameplay was consistent (i.e. there were no bugs during play)				X
Tester Comments:	The gameplay was consistent, with no bugs.			
The game has an enjoyable level of skill required. (e.g not too hard)				X
Tester Comments:	The game was set at a good difficulty level.			

3 recommendations for improvements	I had 4 lives and went into a puddle and lost them all (bug??)
	Nothing else to improve on
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