Project Deliverable F: Prototyping I & Consumer Feedback

Group E1
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Introduction: Why we are doing this test?

The test to be completed is just to display to basic concepts of the groups game to the client. The reason for the completion of this test is to understand what the client identifies about the group's bird flying idea to further enhance the completion of the game.

Test Objectives Description.

What are the specific test objectives?

For this test, the group's objectives are to complete the basic scenes and

What exactly is being learned or communicated with the prototype?

We are showing the client a rough idea of what the game will be like for the user. This will include the map (the island), the player's movement, the birds, and the flying mechanism. Testing this will give us more insight as to what is good, what needs improvement, and how we can improve it.

What are the possible types of result?

The possible types of results are minimum as the client may like the functionality of the game and deem it reasonable for use or will not.

How will these results be used to make decisions or select concepts?

When the client sees the idea and some parts of the idea if the client gives feedback, the group will use it to select further concepts to add to the project or remove from it.

What are the criteria for test success or failure?

The criteria for a successful test is that we receive feedback on our shortcomings. This is essential as it allows us to fix any critical errors and the best possible game experience for the consumers. A test failure would be if nothing in the game is functional or deemed playable by the cancer patients. If the client can not give any feedback to the game because it is non-operational, we will have a difficult time figuring out our shortcomings and our final product will not be optimized.

What is going on and how it is being done?

Describe the prototype type and the reason for the selection of this type of prototype.

The prototype type of our first prototype is primarily comprehensive. We want to test out the functionality of the main mechanics of the game and the environment of the game.

Describe the testing process in enough detail to allow someone else to build and test the prototype.

First, the person shall learn how to use the program unity3D by watching youtube videos online or watching videos provided by the client. Then the individual will create an island by creating the outline for the island, then adding trees to the island. With this, the individual can now make a bridge to connect to the island. The individual can now create a bird design.

What information is being measured?

The information being measured is not quantitative but rather qualitative as the information being tested is the design of the prototype, not numerical values.

What is being observed and how is it being recorded?

The design of the prototype is being observed. The design is the fundamentals of the game as it is what the game will revolve around (Islands/bird design etc…). The information will be recorded by writing down what the client has to say about the design and initial scenes/models created.

What materials are required and what is the approximate estimated cost?

Since this game is completely virtual and the client has the required equipment to test the game (gaming computer, VR headset and controllers), the cost will be just textures that are bought in the unity store. As of now, the expected purchases are a wood texture, a sand texture, and a grass texture. More textures are likely needed for the final game. The estimated cost will no more than $100 as that is the budget.

What work needs to be done (test software, construction, modelling work, research)?

We currently have two islands created, one tropical, one forest/mountain island. We have the model for the 3D birds and the bridge. At this point, the group still needs to add the bird's flight mechanics, direction and speed of the bird's flight. The group also needs to add an in-game soundtrack for the surroundings as well as in-game text and functionality of the controls. *See end of the document for photos of what is created so far*

When is it happening?

How long will the test take and what are the dependencies?

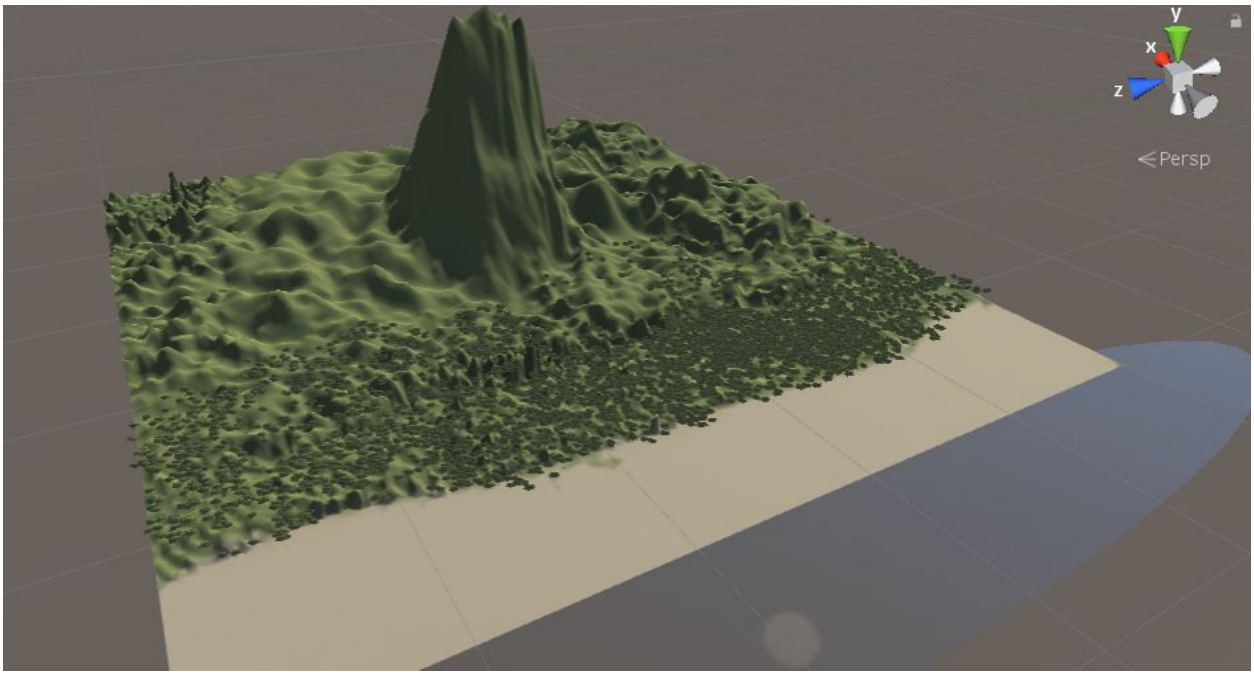
The test will take approximately 10-15 minutes. This will allow the client to get an idea of the game mechanics, the environment, and provide us with feedback. The dependencies of the test are that the client provides feedback to the group and that everyone in the group is prepared and present for the presentation to the client.

A separate test planning Gantt chart can be created to help making sure that the testing fits with the overall project schedule or it can be defined as part of that schedule.

As seen in the last deliverable, in the schedule the testing was included as it was apart of the milestones as the client meeting days were the days the testing would occur.

When are the results required? What depends on the results of this test in the project plan?

The results will be provided when the group presents its design to the class and client on Friday, March 8. The projects plan development relies on the results as if the results are negative then the group may need to revise their idea or add certain concepts to it that weren't necessary before and if they are positive the group continue with their plan and add some things here and there.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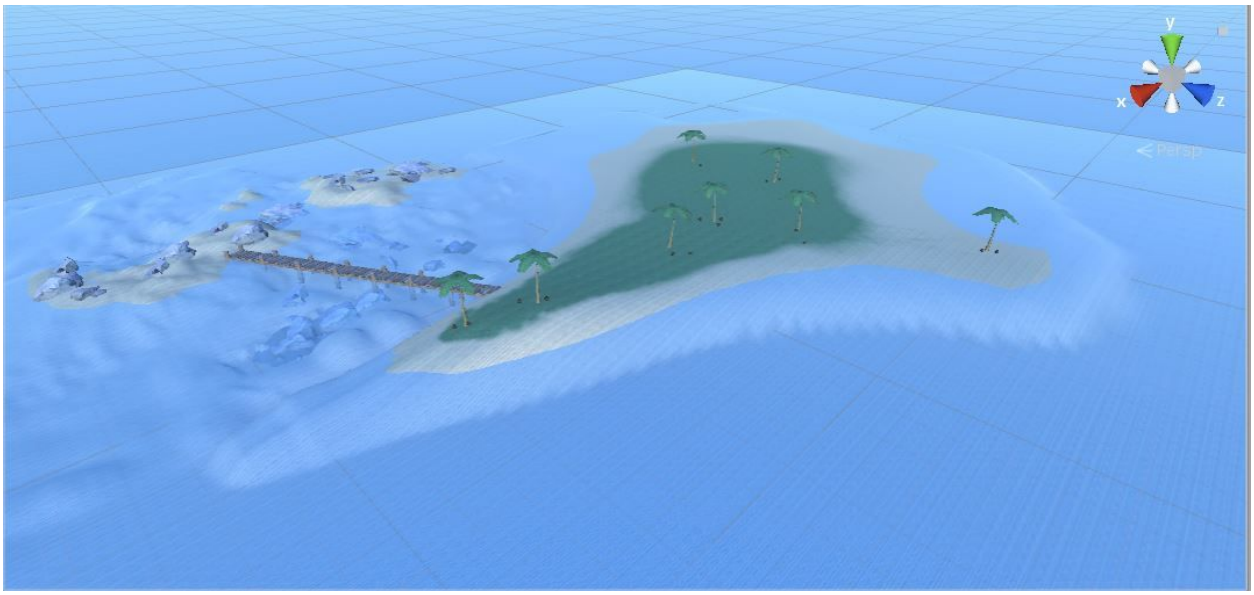
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