

General Info for Members of *Death by Durian*:

Read this **before** the testing session!

Remember: Our goals for this testing session are to answer these questions

- Do players understand the goal of the game and what they need to do?
- Do players understand the basic mechanics of a Point & Click adventure game?
- UI Issues
 - Do players know what they need to click in order to do what they want?
 - Does the feedback the game gives help the players understand what they did right/wrong?
 - Are menus easy to navigate?
 - Do players realize that the game is procedurally generated / restartable? (So don't go around telling them unless they thought they finished the game xD)

Things to know:

- DO sit back quietly, watch them play and take notes.
- DO encourage them to speak what they're thinking out loud.
- DO write down questions you might have for them after they finish playing the game (ex. Why were you spam-clicking that area?)
- DON'T give them more information if they ask you stuff. If they ask for hints, shake your head and ask them (nicely) to make do with the information available. (for the sake of testing)
- DO intervene if there is a problem with the game. For example, if there is a bug or if the game crashes.
 - If the bug is game breaking (crucial NPC missing), send the Debug Log right away with the Tester Number, and feel free to start up a new game for the player.
 - If the bug is not game breaking (ie wonky graphics), write it down in your Form B and remember to send the Debug Log to Now after they finish playing. Please include the Tester Number in your bug report.
- If a player gets frustrated, DON'T tell them what to do. Ask them what is wrong / why they are frustrated, and ask if they'd like to stop playing.
 - DO help if they are getting too frustrated/annoyed/angry.
- DO let playtesters fill in their surveys with some privacy
- DON'T ask personal questions
- **Be nice to your testers =D They are helping us!**
- Feel free to come grab Now at any time, for any reason. She might respond differently according to the validity of the reason.

Form A: (For Playtesters)

Tester Number: _____

Thank you for playing our game!

We'd really love it if you could help make our game better by answering some questions =)

Remember: This is not a test, and there are no right or wrong answers ;D

Age(circle one) 15 and under / 16 – 20 / 21 – 25 / 26 – 30 / 30 – 35 / 36 and above

What were you trying to do in the game?

Was there a point where you didn't know what to do?

What were the best and worst things in the game?

Have you played this type of game before? If so, which ones?

Other notes / comments:

Thank you!

Form B (for Members of Death by Durian)

Your Name: _____ Tester Number: _____

Hi :) Thank you for your interest in *Auntie MeeMaggi's Cleaning School!*

While you are playing the game, I'll be sitting right here and taking notes. Feel free to let me know at any time if that makes you uncomfortable.

Auntie MeeMaggi's Cleaning School is set in Singapore, so there might be names of people, objects and locations that you have never heard of, but you might be able to figure out what they are using clues from the game. If you get stuck at any point, for the sake of testing, please try to make do with the information available in the game first. However, if you feel like you're really stuck, feel free to ask for help.

Ask the tester a few questions before testing:

- How many hours a week do they play games _____
- What kind of games do they play _____
- If they are 17 or younger, ask them if their parents have signed a consent form. If they haven't, come grab Now.

Now show them the instruction sheet. Give them some time to read it over.

Observe the player and write notes about:

Did they understand the goal of the game and what they need to do?

Did they get stuck at parts of the game? If so, which parts?

Did they struggle with the UI/ Did they miss the game's feedback?

How was their reaction to the game? Did they get frustrated / like it? When?

Did the players figure out the restart/reset features by themselves: Yes / No

Other notes:

Once they're done playing, ask them how they feel about the game. Also ask extra questions if any (ex. Why were you spam-clicking that area)

Hand them Form A and ask them if they could help fill out an optional questionnaire that would help improve our game xD Give them some privacy and use the time to set up the machine for the next player.

If there was a bug, send that Debug Log to Now with the tester number!

Remember to thank your tester for helping = D



Instructions

You are Aldo, a student in Auntie MeeMaggi's Cleaning School.

Each day she sends you out to do new tasks
to learn more about Singapore !

Controls - Use the mouse to play the game :D

Enjoy!

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