GAME TESTING

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Inherent in the concepts of prototyping and iteration is an understanding that high-quality testing is absolutely necessary to good game design.





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 - Schell suggests saying: "I need your help. This game has some real problems, but we're not sure what they are. Please, if there is anything at all you don't like about this game, it will be a great help to me if you let me know."





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 - Playtester A person taking part in the playtest by playing games and giving feedback



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- It's better to say "I feel happy because the jumping mechanic makes me feel powerful and joyful."



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- Both game design and playtesting are about checking your ego at the door



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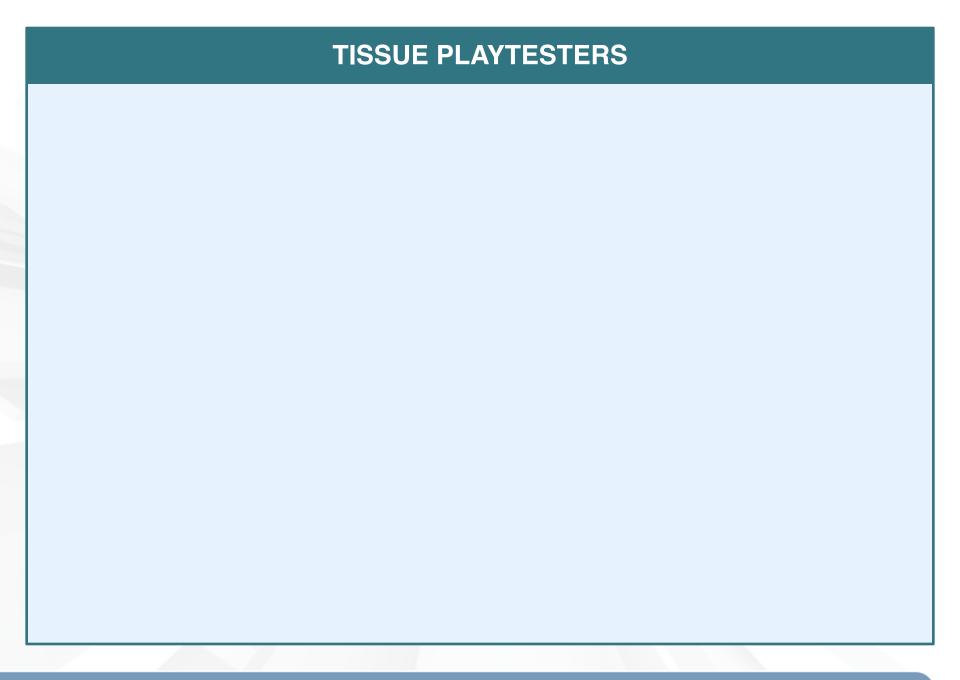
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 - This will often also be the first real test of the server if it's an online game





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 - Covered in the "Online Playtesting" section that follows



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 - Informs the player that there are health items

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 - This tests how intuitive your game mechanics are
 - Eventually you'll learn the minimum instruction you need to give
 - Don't lead the player
 - Don't ask leading questions that may bias the playtester
 - "Did you notice the health items?" is a leading question
 - Informs the player that there are health items
 - Implies that it's important for her to collect them

- Casually ask a friend if she'd mind trying out your game
 - Most useful in the early stages of game development
 - Great for testing a new feature
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 - When the game is released, you won't be there to help new players



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- If only one playtester said something, don't worry about it as much

Methods of Playtesting: Formal Group Testing



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 - Covered later in the "Automatic Data Logging" section



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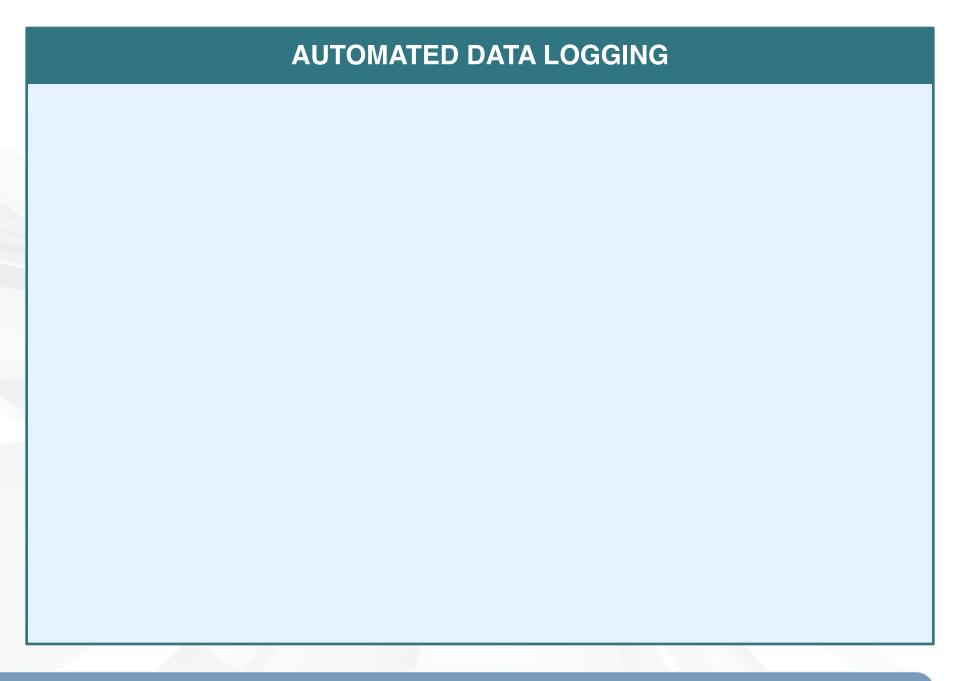
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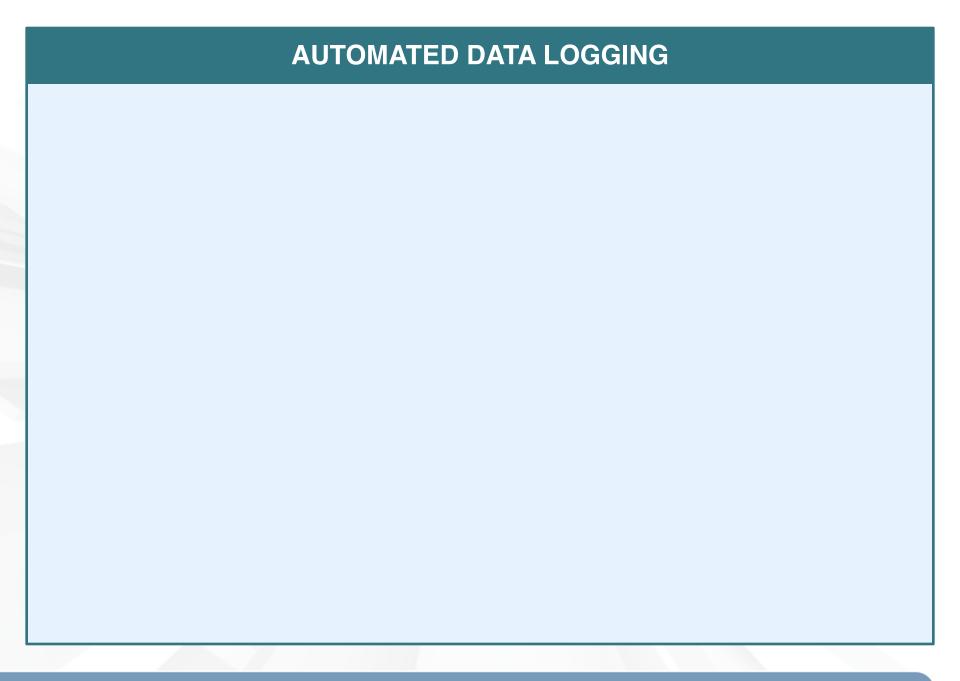
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 - Several companies specialize in automated testing



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