UNIT 8 COMPUTER GAMES DEVELOPMENT

ALPHA TESTING TABLE

GAME NAME: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ NAME OF DEVELOPER/TESTER \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name of test | Purpose of Test | Expected result | Actual result | Corrective action | Comments |
| Open Game | To check the game opens | Game Opens | \*\*screenshot of opening screen\*\* |  |  |
| Move right | To check that player moves right | Player moves right | \*\*screenshots showing starting point of player and then further to the right on the screen + screenshot of relevant settings in Gamemaker |  |  |
| Score | To check that score increases | Score increases | \*\*screenshot showing scoring going up + screenshot of relevant settings in Gamemaker\*\* |  |  |
| Destroy | To check that when player hits wall he is destroyed | Player is destroyed when he hits wall | \*\*Screenshot showing that player ***is still visible*** when he hits the wall\*\* | \*\*Screenshot of the current settings highlighting the error (before) + screenshot showing the corrective action to put the problem right (after) + screenshot showing that the player is now destroyed when he hits the wall | Summary of action needed |