

BR: D12

Testing your game:

As mentioned in class, what is the difference between Alpha and Beta Testing? Explain:

Turn to pp. 77-82

Blind Testing / Beta Testing

One of the big challenges for game designers is looking at the game from the perspective of someone who is not familiar with the game.

After having a fully operational prototype, you need to then conduct a blind / beta test. This means that the people playing are unfamiliar with the game, and so they will use what they have (components, rules, etc.) to play the game as best as they can.

Ideally, blind testers are the same type of people that you would want playing your game. As you observe them, you want to note what issues they run into, boredom, frustration, length of play, etc.

Questionnaire

- ▶ You ought to get feedback from those who played your game; how you do that is up to you, but look at the following assignment for more details:
- ▶ **PBL IV Beta / Blind Test & Reflection:**
- ▶ **Review of the whole assignment:**