

# CSCx171 Milestone #3.5

## Playtesting II - Beta

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### 1 Description

Your games should be in a very solid Beta release state for this milestone. As we have been learning, game designers use an interactive design approach in which they continually loop over the following four stages: Prototyping, Playtesting, Evaluation, and Refinement. In this Milestone, we will revisit another iteration of the aforementioned design process, very similar to what you did in Milestone #2, except with a more solid game at this point. We will plan to use the lecture and or lab period of November 30th in order to give you a formal setting to play test your proto-type with all your classmates. For this milestone you must gather play-testing data from all your classmates to use in your final presentation of your final game.

#### 1.1 Prototyping

For this milestone, you must create a playable game prototype that contains at least 95% of the games rules, controls, and features. This game should look and feel as close to your final project as possible. The point of this milestone is to get some real user feed-back about your game before it is 'done'.

#### 1.2 Playtesting

You should have been having as many people as possible be play testing your game throughout its development. At this point we will have a formal play testing milestone with your colleagues. You will all serve as play testers for one another's games at this milestone.

#### 1.3 Evaluation

We will develop a generic evaluation for one another's games before this milestone, which you will be able to add 1-3 specific questions about your game. You will be required to get evaluation forms from all your classmates for this milestone.

#### 1.4 Refinement

Using the information gathered in this evaluation, you will make the final refinements to your game, which you will present at the final presentation of the games (see Milestone #4).

## **Deliverables**

You must submit the following on, or before, November 30th,:

1. A playable 95% prototype that you will demonstrate in lab.
2. Completed evaluations from all your class-mates by the end of the lecture/lab period.

## **Assessment**

You will be graded in the following categories:

- Prototype (7pts)
- Evaluation (3pts)