

Quality Assurance Test Plan

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Purpose of Quality Assurance Testing

The purpose of quality assurance testing is to insure that the application is free of technical bugs and some usability issues. The game may be used on a variety of machines with a variety of internet connections. As macromedia Flash is cross platform, the quality assurance testing for the project is best accomplished by "playing" the game.

A variety of browsers, platforms and screen sizes (comparable to those in the Cobb County school system – I'm still gathering information on this) will be used.

Goals of Quality Assurance Testing

Usability testing and quality assurance testing attempt to address two different aspects of production. The goal of these Quality Assurance tests is to be certain the elements of the game are correct.

- Purple letters on the screen are the same for the purple side of the keyboard, and green for green
- The animations run smoothly and in a timely fashion (pace)
- The printing portion of the game is technically sound and error free

Participants

Participants will be screened to insure that the participants have some technical background and can understand what technical issues may occur during the game. Although this group will be unable to test for "usability" issues for the target audience, they will be able to detect any technical and general usability issues with the game.

Methodology

Both bugs and usability issues will be addressed. The game will be put in front of 8 people (5 pc users 3 mac users) who have not been involved with its development, they will be given some general direction and requests, and then they will play the game.

Quality assurance will be conducted at the Art Institute of Atlanta. Each session should take no more than 1 hour. The sessions will be administered and observed by one facilitator.

The game will be played on both PC and Mac machines and a variety of browsers (listed below). Technical issues will be observed and recorded for each participant.

Testing Outline

- ___ Make certain consent form has been completed
- ___ Make certain screening questionnaire has been completed
- ___ Explain a little about Key Seeker
- ___ Explain How the observation works – observations must be recorded on paper
- ___ Assign a Machine and a browser
- ___ Assess the navigation
- ___ Complete Task Scenarios

____ Complete Post Questionnaire
Test Environment and Equipment

The Art Institute of Atlanta computer lab will serve as both the observation and evaluator room. Clients will not be present for the testing.

Roles

Test Administrator/Facilitator: Overall coordination of the individual test, explain the test activities and administer questionnaires. Responsible for taking observation notes. Primary person the test subjects will interact with.

Evaluation Measures

The evaluation measures will be a combination of quantitative measurements and subjective observations. The quantitative and qualitative data measures are listed below

Quantitative Data	Qualitative Data
Number of problems encountered Number of errors or unsuccessful tries Interviews before the test Interviews after the test	Facial Expressions Verbal comments when they think out loud Spontaneous verbal expressions (comments)

Report Contents and Preparation

Recommendations report: Upon completion of the quality assurance testing, a report will be written with the results of the testing and recommendations for improving the game. These recommendations will be reviewed and implemented prior to the usability testing with the target audience (children – age 5).

The report will include the complete testing plan and task list, result summary, and findings/recommendations. All notes and participant comments will be included.

It will be presented in a formal text format:

- Title Page
- Executive Summary
- Contents
- Background of the project
- Complete test plan
- Testing Scenarios and Task Lists
- Summary of findings
- Analysis of collected data
- Recommendations on the basis of analyzed data
- Any questionnaires, consent forms, etc.

Forms and Surveys

Consent Form

Thank you for participating in the Quality Assurance testing for the Key Seeker , keyboarding game.

I, _____ voluntarily agree participate in this testing, and observation. I understand that the observation and testing is being done for educational purposes only. Any feedback provided will be used to enhance the educational software. The participant may stop at any time. Any information provided by me for this testing is to be used solely for research purposes in relationship to this project.

Parent Signature

Participant Screener

<p>Have you been using the Internet (including using e-mail, gopher, ftp, etc.) For more than 3 years?</p>	<p>if yes, continue if no: thank you for your participation.</p>
<p>What do you usually do on the internet? (e.g., email, use reference materials such as encyclopedias and dictionaries, read news, curriculum activities, games, entertainment etc.)</p>	
<p>What is the primary language spoken at home? (i.e., the one you speak most of the time)?</p>	<p> <input type="checkbox"/> English <input type="checkbox"/> Spanish <input type="checkbox"/> Chinese <input type="checkbox"/> French <input type="checkbox"/> German <input type="checkbox"/> Dutch <input type="checkbox"/> Japanese <input type="checkbox"/> Other: specify _____ _____ </p>

<p>How frequently do you use internet?</p>		
<p>Home</p>	<p> <input type="checkbox"/> Daily <input type="checkbox"/> Weekly <input type="checkbox"/> Monthly <input type="checkbox"/> Less than once a month <input type="checkbox"/> never <input type="checkbox"/> can't say </p>	
<p>School</p>	<p> <input type="checkbox"/> Daily <input type="checkbox"/> Weekly <input type="checkbox"/> Monthly <input type="checkbox"/> Less than once a month <input type="checkbox"/> never <input type="checkbox"/> can't say </p>	
<p>Work</p>	<p> <input type="checkbox"/> Daily <input type="checkbox"/> Weekly <input type="checkbox"/> Monthly <input type="checkbox"/> Less than once a month <input type="checkbox"/> never <input type="checkbox"/> can't say </p>	
<p>Cyber Café</p>	<p> <input type="checkbox"/> Daily <input type="checkbox"/> Weekly <input type="checkbox"/> Monthly <input type="checkbox"/> Less than once a month <input type="checkbox"/> never <input type="checkbox"/> can't say </p>	
<p>Other</p>	<p> <input type="checkbox"/> Daily <input type="checkbox"/> Weekly <input type="checkbox"/> Monthly <input type="checkbox"/> Less than once a month <input type="checkbox"/> never <input type="checkbox"/> can't say </p>	



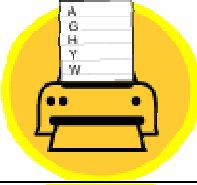

<p>Please indicate the highest level of education completed.</p>	<ul style="list-style-type: none"><input type="checkbox"/> Grammar school<input type="checkbox"/> High School or equivalent<input type="checkbox"/> Vocational/Technical School<input type="checkbox"/> Some College<input type="checkbox"/> College Graduate(4yr)<input type="checkbox"/> Master's Degree (MS)<input type="checkbox"/> Doctoral Degree (PhD)<input type="checkbox"/> Professional Degree (MD, JD, etc)<input type="checkbox"/> Other: Please Specify
<p>What is your primary computing system platform?</p>	<ul style="list-style-type: none"><input type="checkbox"/> Windows<input type="checkbox"/> Macintosh<input type="checkbox"/> Linux<input type="checkbox"/> Unix<input type="checkbox"/> Other: Please Specify<input type="checkbox"/> Don't know <p>(match participants accordingly)</p>

Scenarios and Task Lists

_____Participant ID

Navigation Assessment:

Do the links work properly?

 A green circular button with the word "GO" written in a stylized, purple, rounded font.	<ol style="list-style-type: none">1. Begin the game after instructions2. Return to the game option(at exit) goes to display levels
 A yellow circular button featuring a cartoon monkey's face with a brown body and a smiling expression.	Help(play the instructions)
 A yellow circular button with the numbers "123" written in a stylized, purple, rounded font.	Game Levels(display all levels available)
 A yellow circular button with an icon of a printer printing a document with the letters "A", "G", "H", "Y", and "W" on the page.	Print)performs the print function)
 A red octagonal button with a yellow border and the word "STOP" written in white, bold, capital letters.	Exit game (goe to print screen option)
Other comments before beginning:	

Scenarios/User Tasks

Key Seeker OBSERVATION FORM

_____ **Participant ID**

Browser _____ Mac or PC _____ Screen Size _____

Introductory animation

Does it run smoothly (load correctly, quickly)

Can it be heard easily?

Suggestions or Comments

Any Errors?

Round One – Key Seeker

Beginning game play

Please write down the sequence of the letters as they appear.

right 1st try – does the letter reappear? (when)

Right 2nd try– does the letter reappear? (when)

Right 3rd try– does the letter reappear? (when)

Right 4nd try– does the letter reappear? (when)

Right 5nd try– does the letter reappear? (when)

Never get it right – record what happens

Please record Any technical issues that come up

Print Test
Any Errors?

Get 5 letters correct – then end the game
Print test

Exit the game

Keyboard Color = Screen Color

	Color	Correct?	
A	purple	YES	NO
B	purple	YES	NO
C	purple	YES	NO
D	purple	YES	NO
E	purple	YES	NO
F	purple	YES	NO
G	purple	YES	NO
H	green	YES	NO
I	green	YES	NO
J	green	YES	NO
K	green	YES	NO
L	green	YES	NO
M	green	YES	NO
N	green	YES	NO
O	green	YES	NO
P	green	YES	NO
Q	purple	YES	NO
R	purple	YES	NO
S	purple	YES	NO
T	purple	YES	NO
U	green	YES	NO
V	purple	YES	NO
W	purple	YES	NO
X	purple	YES	NO
Y	green	YES	NO
Z	purple	YES	NO

Imagine – if you can that you are 5 years old....

Were the instructions clear?

Did the game make sense?

Was the game fun?

Did it hold your attention?

Now, as an adult:

What changes or enhancements would you suggest?

Did you notice any bugs? If so, what were they?

Did anything happen that kept you from finishing the game?

How were the sounds?

Other comments

Quality Assurance Document

Web Site Name:	
Page Name:	
File Name:	
Connection Speed:	

	Correct Color Letter for Keyboard side	Layout	Printing function	Script Errors	sequencing for incorrect letters	"timing" for animations - pace	General Errata
IE 5.x (PC)							
IE 6 (PC)							
Firefox (PC)							
Netscape (PC)							
Opera (PC)							
AOL (version:)							
Firefox (Mac)							
Safari (Mac)							