

Feedback

& Quality Assurance

Prototypes

Send build or link to a playable version to:

gdd@iicm.edu

Feedback

2 Weeks to test and prepare QA / UX feedback.

Feedback Deadline: January 27th

Send to gdd@iicm.edu and to the group whose prototype you tested!

Who tests what?

Group 0 tests the prototype of Group 1

Group 1 tests the prototype of Group 2

Group 2 tests the prototype of Group 3

...

Group 12 tests the prototype of Group 0

What to test?

1. Game Design

- a. Fun?
- b. Idea clear?
- c. Mechanics?
- d. ...

2. Usability

Interface etc intuitive and easy to use?

3. Quality Assurance

Bugs!

Feedback Report

.txt file or excel sheet with list of found issues:

Number + type + description + severity + how to improve

Type: 1 Gamedesign, 2 Usability, 3 QA/Bug

Severity: 1 Extremely bad, 2 medium, 3 nice to have

Example:

#1-1-the game controls are not clear - 1 - explain the controls in the start screen

#2-3-the game crashed when driving 100 times into the tree - 1 - fix the bug

...

GLOBAL GAMEJAM GRAZ 2017



January 20 - 22

TU Graz Hs i9



Expert talks

Friday January 20th

15:30 - 16:15 Tech Keynote by Rarebyte

16:15 - 17:00 Design Keynote by Bongfish

17:00 - 17:30 GGJ Keynote

Individual Assignment

Summary + own research on a GDC talk

[List of talks](#)

Deadline: February 20th, 23:59

Final presentation

Date: March 10th

Public presentation, there will be a jury consisting of game devs from academia and the industry!

Prepare a game trailer for your presentation.

Questions?

gdd@iicm.edu