

C4: Assessment of System Demonstration

Introduction :

This document briefly provides feedback from the supplier demo presented by Ability. The document represents how closely Almost Games believes the prototype conforms with previously negotiated requirements. The acceptance tests laid forth previously has also been considered, and future work that is still required for the final product is laid out.

Overall presentation:

Overall, the supplier exceeded expectations and showed the ability to produce the expected product at the end of the project. For example, Almost Games wanted a stimulating story line, which the suppliers successfully demonstrated during the presentation in one of the use cases. The pictures for the games were expected to be 8-bits; the customers followed the specification perfectly.

From the presentation, Ability demonstrated their vision for how the side questing system would operate in the final deliverable. This system displayed exemplarily ingenuity and exceeded all expectations that Almost Games had about the status of the project so far.

The presented prototype consistently asked for user permission before using privacy sensitive device hardware, such as GPS location.

Feedback on the Acceptance Test:

Device Compatibility Test: Run the mobile application on a set of smartphones that differ in screen size, processor, Android version, and manufacturer. Measure application performance and usability in the different environment. The app user interface should scale in size well without any major issues in the interface. The app should open and run on every platform.

Ability showed that their prototype would work well on different screen sizes due the way their UI scales. The test for the screen size but did not have test for android performance or manufacturer. Did not have tests for performance or usability. They had a test for how it will scale in size without any major issues in the interface.

Story consistency test: Run the game for the business, completionist, cultural, engineering, philosophy and science quests. For different input (choices) by the user, the system should give different outcomes. The test should confirm that the game does not give the same result for different user inputs. The inputs corresponding to a story mode should yield progress and final ending in the game corresponding the same story mode.

The full test was not possible in the current state of the prototype. However, they did test for one particular use case which require the user to give input and show the test

results. Progress on the prototype will be closely followed and the test is queued for evaluation.

Reliability Test: Run the reliability test on each of the possible outcomes on the game. The game must not crash in any circumstance. The game must not lose/corrupt save states and other user data. The app must stay stable in high use stress tests. If it crashes once, it fails the test. The exception include the case when the user's battery dies or the phone OS crashes; the game does not have to take care of these instances. The game should just start the last saved position after the reboot.

The test was not performed during the presentation. They did not show if the game is stable under high user traffic. However, the game appeared stable under low activity usage. They did not show what the application or game does when it crashes, and where it starts after the reboot.

Image Recognition Test: Test on the legibility of the pictures present in the game. Have a survey to identify the possible pictures present on the game. All the users should be able to identify at least 70% of the pictures. Each of the picture should have 80% pass rate for each of the users. The pass is considered as the user being able to identify the location from the picture. If not, the picture should be made clearer, and continue the survey again to make sure 70% of the users can identify that picture and/ or each of the picture passing at having 80% of the pass rate.

Only one image was shown in the presentation, but it looked of good quality. More images will be evaluated at a later date.