

Game Testing Assignment

Objective: Learn what is possible with the Gamestar Mechanic games by trying some samples.

Step 1: Read these questions before you play. You don't have to answer these now, but keep them in mind while the games are being played.

- What kinds of graphics, sound and other tools are available in Gamestar Mechanic?
- Is the story of the game obvious while you play?
- Are the things you're supposed to be learning about science obvious while you play?
- What makes the games fun or not fun?

Step 2: Play the sample games. The directions to access them are below, but here are the requirements:

- Play at least some of each sample game.
- Play for at least 20 minutes.
- Take turns with your group members and when you are not actually playing you should still be paying attention.
- Don't forget the questions in Step 1 above. **KNOW WHAT YOU SHOULD BE WATCHING FOR IN THE GAMES.**

The games can be found at the links below.

A) Play the [three Sample Student Games](#) First.

B) Play the [teacher's sample game](#), Women In Science.

Step 3: After evaluating the games sufficiently, answer these questions in a Word document. Write all your group members' names at the top. Please use complete sentences in your answers. Save your file and use your group's name in the file name.

- 1) Which game did your group like best and why?
- 2) Which game did your group like least and why?
- 3) Which game gave you the best challenge (not too hard and not too easy)?
- 4) Which game had the best story?
- 5) Do you think the games did a good job of explaining the science? Why or why not?

Step 4: Save the file one last time after you answer the questions and then submit it on Blackboard.