

Lesson 4.5: Software Development Life Cycle - Testing and Feedback

Objectives

In this lesson, students will:

- ❖ Experience running test cases written by someone else to test somebody else’s program.
- ❖ Experience giving and receiving feedback.
- ❖ Reflect on the feedback received.
- ❖ Think of changes they could make to their game based on the feedback received.

Agenda

1. Overview	5 mins
2. Testing, Giving and Receiving Feedback	35 mins
3. Wrap Up and Reflections	10 mins

Resources & Links

- None

Preparation

- Print student activity worksheets, one per student pair

1. Overview

In the next 2 lessons students will work with another team to test each other's games and give and receive feedback in an effort to improve their games.

Start by explaining the activity and distributing the **Game Feedback, Creator's Reflection Form** and the **Game Design Reflections** so students have a chance to look them over.

Additionally, return the test case activity worksheet collected during the last lesson to the teams that wrote them.

2. Testing, Giving and Receiving Feedback



To help make this activity run smoothly, the following steps are recommended, however other scenarios are also possible.



Activity Description:

Have each team pair up with another team. Each group of 2 teams decides which team will go first. For the sake of this description, team A goes first and team B will go second. Within each group, teams take turns doing the following:

1. Team B opens their game in Scratch. Team A uses team B's test case worksheet to run each test case, writing down any bugs found on the worksheet. Once done, they give the worksheet to team B.
2. If any bugs need to be fixed so that team A can play the game, team B needs to fix only the bugs impeding the play of the game.
3. Team A now plays the game so they can give feedback. After trying the game, team A fills out the **Game Feedback** form. Tell team A to keep the form. Meanwhile team B fills out the **Game Design Reflections** questions.
4. Teams switch roles and repeat steps 1-3.
5. Teams give each other their feedback forms. Each team reviews and discusses the feedback they received and then fills out the **Creator's Reflection Form**.

Each team has approximately 10 minutes for steps 1-3 and both teams 10 minutes for step 5. Additionally, give all teams 5 minutes to fix any bugs that were found.

2. Wrap Up and Reflections



Discussion Points:

- Teams share their Creator's reflections and Game Design reflections.
- Did anybody find a bug using the creator's test cases? If not, what might be some of the reasons?
- What was challenging about today's activity?

Game Feedback

Your Name: _____

Name of the Game: _____	Designed by: _____
Was the objective of the game clear? 1: not clear at all 5: very clear.	 1  5
How was the difficulty of the game?	Too Easy Easy Challenging Enough Too hard
How well could you control the player?	 1  5
Did you like the Theme of the game? 1: Not really 5: I loved it!	 1  5
How did you feel after playing the game?	    Angry Sad Happy Excited
Why?	
One thing you really liked	
One thing you wish the game had	

Creator's Reflection Form

1. What piece of feedback was most helpful to you? Why?

2. What piece of feedback surprised you the most? Why?

3. Based on feedback, what changes can you make to your project?

Game Design Reflections

1. Does your game match your original design? What is different?

2. What are some advantages of designing and coding a game with a partner?
