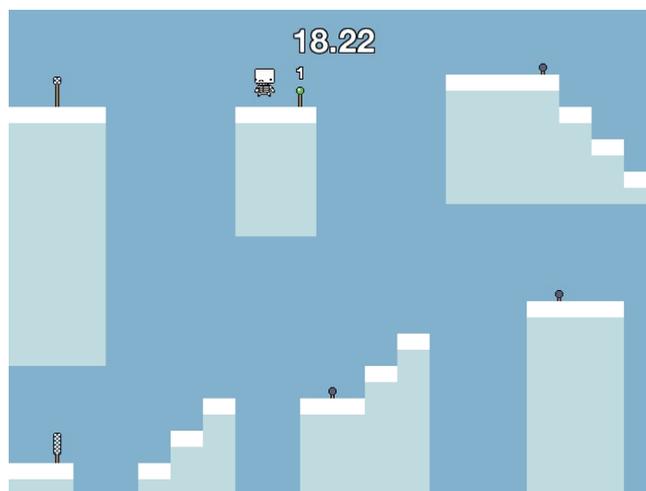
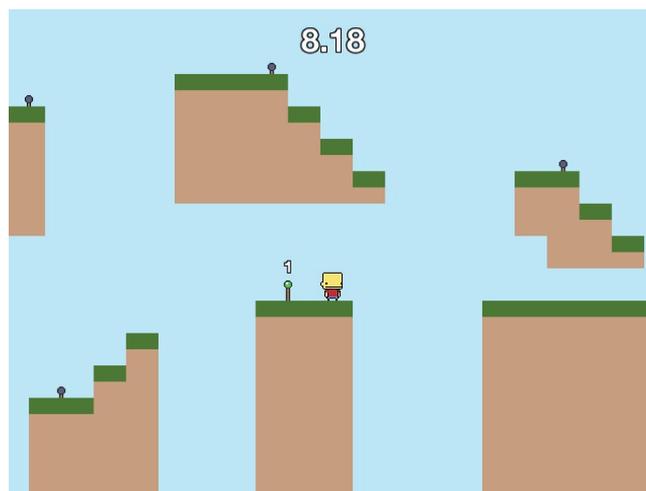


## Testplan Case 1: Narrative Impact On Gameplay

**In short:** I'll try to find out if a game's narrative (in this case, visuals and audio) impact the gameplay or the way the player experiences the game agency, using a simple software prototype. In this prototype, there are two levels that are, statistically speaking, exactly the same. The difference is that the first looks like a regular grass environment and the second like an ice level. The avatar also looks and sounds different. When played, the game keeps track of how many times the player has died and how long it took to complete the level.

**Expectations:** I expect the player to find differences that aren't there. The test case was inspired by the concept of subliminal messaging.



### Desired information from test:

- Does the player notice a difference between the two levels (other than visual and audio)?
- Does the player have more trouble with one level than the other?
- How do the player's expectations differ per level?