

Blastronaut Modding Usability Testing

Preparation

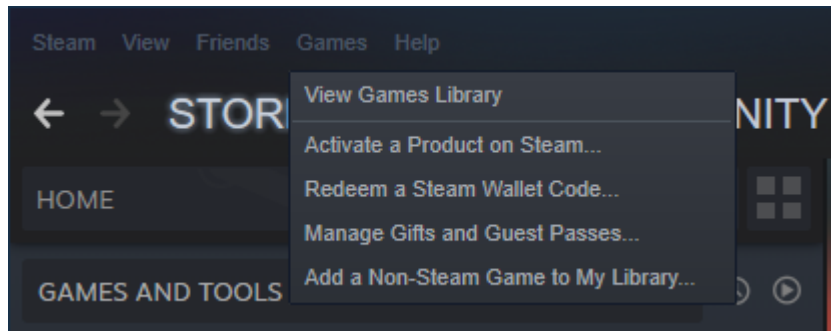
This is the preparation guide for Blastronaut usability testing. Please follow all the instructions in this document before moving forward with the testing.

If you have any questions at any time during the preparation or the usability testing process, please reach out to the test facilitator.

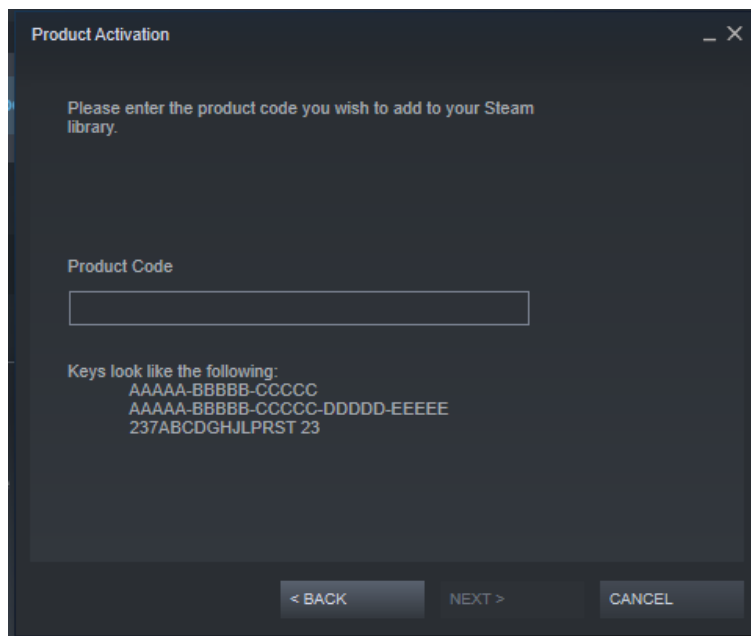
Note: If you have the option of using multiple monitors (or devices) to view these documents, it is advisable to use them. Since the tasks will be completed while the game is running, having a separate display for the task document and guides can make the process more efficient.

1 Install the game

1. Open Steam.
2. Navigate to **Games** → **Activate a Product on Steam**.

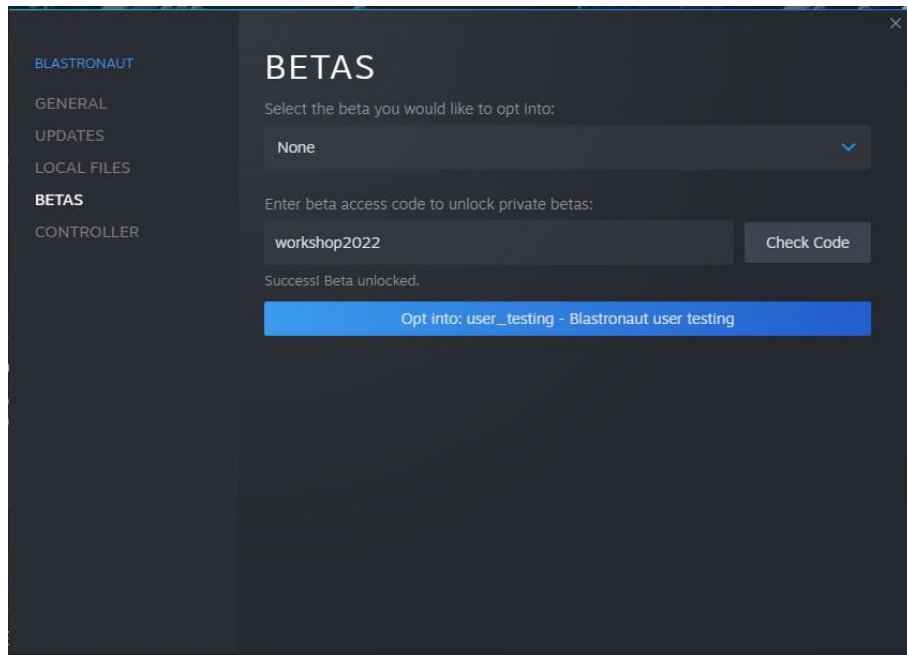


3. After pressing Next, enter your beta key (provided by the test facilitator.).

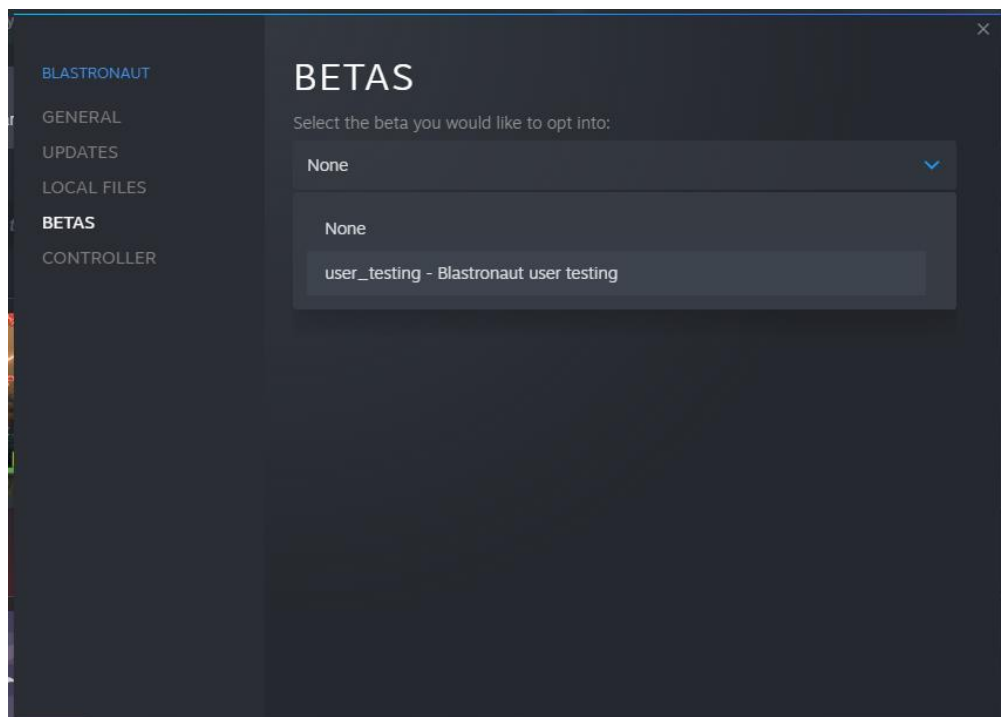


4. Navigate to the Steam **Library** tab.
5. Right-click on "BLASTRONAUT" and select **Properties** → **Betas**.

6. Enter password “workshop2022” in the password text box and press **Check code**.
Press **Opt into: user_testing - Blastronaut user testing**.



7. Select **user_testing** from the list if not already selected.



8. Close the window.
9. Wait for the game to download.

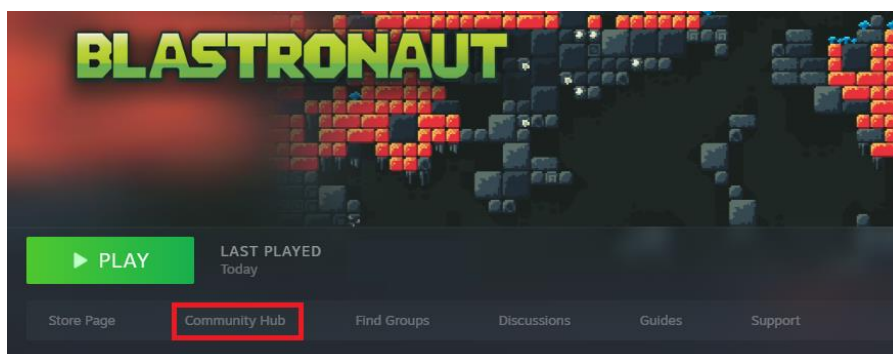
10. Briefly check that the game launches and that there is a “Mods” menu in the main menu.



11. If you do not have multiple screens or devices available, you can make the game go into windowed mode by going into **Options** → **Graphics** and unchecking the **fullscreen** option. The game window can then be scaled up or down by dragging the edges.
12. You can close the game or minimize it for the time being.

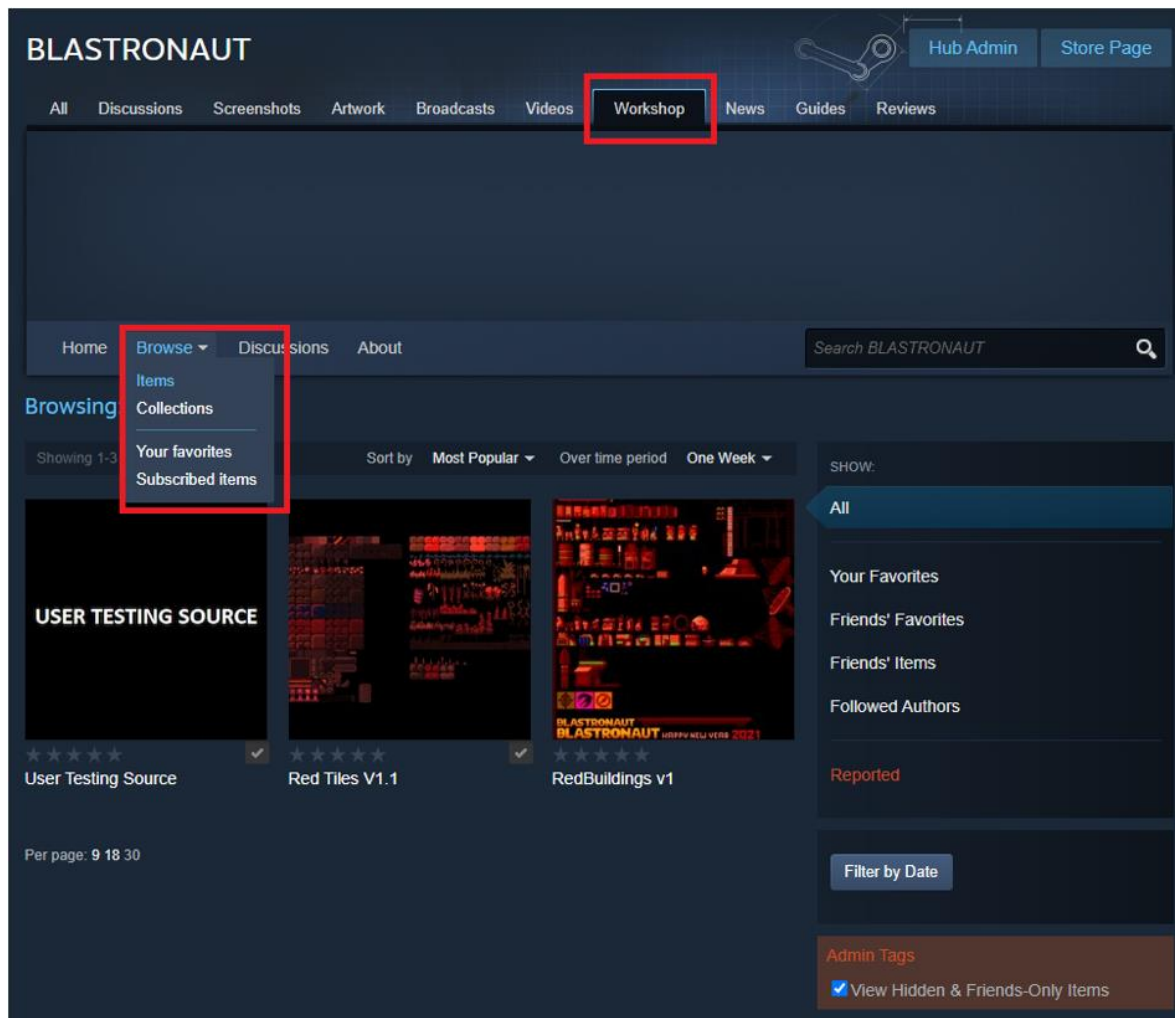
2 Get access to the Steam Workshop

1. The test facilitator should have contacted you beforehand to add you to the **Blastronaut Testers** Steam group. If you have not been added, notify them.
2. Find BLASTRONAUT in your steam **Library** page and select it.
3. Select **Community Hub** from the library page buttons:



4. Select **Workshop** from the tab panel above.

5. Select **Browse** → **Items** from the panel below:



6. Verify that the page is shown - it should contain at least a few workshop items visible to you.

7. If the workshop page is not visible:

- a. Check that you are logged into Steam with the account that was added into the Blastronaut Testers group beforehand.
- b. If you still don't see the workshop page, please notify the person facilitating the testing.

3 Prepare to share your screen

Have a microphone available. The screen sharing method is agreed upon beforehand with the test facilitator.

4 Try the game

Spend a bit of time playing the “New Beginning” scenario.

New Game → Pick **New Beginning** from the scenario cards above → **Start**.

5 Modding reference

Briefly familiarize yourself with the [Blastronaut Usability Testing Modding Reference](#).

(Originally a hyperlink to [Usability_testing_modding_reference.odt](#))

Follow instructions on the first page of the document. You do not need to learn all of the information in this document, but rather you can keep the document open as a guide to reference while completing the testing tasks.

When you are finished with these preparations, please notify the test facilitator in order to start screen sharing. The test facilitator will provide you with the test tasks.