

# Blastronaut Modding Usability Testing Tasks

Before continuing with these tasks:

1. Make sure you have performed all of the steps in the (hyperlink to: ).
2. Open the **Blastronaut Usability Testing Modding Reference**.  
*(Originally a hyperlink to Usability\_testing\_modding\_reference.odt)*
3. Download the files required for the tasks from [this link](#) and place them somewhere on your file system where you can find them later.  
*(Originally a hyperlink to download contents of the Usability Testing Assets folder)*
4. Read the rest of the text on this page.
5. Further instructions will be provided during the screenshare.

**All the tasks will be completed from within the game.**

When publishing content, use the **Ustesting\_2022.png** file provided in the shared folder as a preview image (see step 3 above). When publishing to the Workshop, setting visibility to “private” is acceptable if you do not wish for others to see your content. Developers of the game will be able to see your published content regardless.

You will be asked to fill out a feedback form at the end of all tasks. **You can start filling it out beforehand if you wish to immediately write the feedback for each task after completing it.**

The feedback form can be found on this link: [Feedback Form](#)

*(Originally a hyperlink to feedback form contained in usability\_testing\_feedback\_form.pdf)*

## Task 1 - Subscribe to a workshop package

1. Start the game from the Steam library.
2. Find how to access the Steam Workshop to download mods from within the game's "Mods" menu.
3. Find and subscribe to the workshop package titled "**User Testing Source**".
4. Wait until it downloads - the package will appear in the Mods menu "Workshop" tab.
5. Enable the downloaded package in the Mods menu.
6. Run the "New Beginning" Scenario from the New Game menu.
7. Verify with the test facilitator that the modified content has been applied.
8. Exit back to the main menu (Escape key).

## Task 2 - Duplicate a workshop package

1. Make a local copy of the “**User Testing Source**” package either via the “Mods” menu or the Editor.
2. **Enable** the copy you made
3. **Disable** the original “User Testing Source” package in the “Mods” menu.
4. Navigate to the editor.
5. Select the “Package” system and check that your copy of the package appears in the left panel with the name **UserTestingSrc\_<unique id>**.
6. Change the package’s **package identifier** to “**ut\_task\_two**”
7. Modify the **Display** object “new\_display” in the duplicated package to say “Task 2 completed!” instead of the text it is currently displaying.

[Link to relevant guide section.](#)

*(Originally a hyperlink to Chapter 4.7 of Usability\_testing\_modding\_reference.odt)*

8. Verify that the content appears in the game
  - a. Exit from the editor to the main menu.
  - b. Start a “New Beginning” scenario from the “New Game” menu.
  - c. Move right and stand next to the machine (see Image 1 below) to check if your text has been added to the game.
9. **Publish** the package via the “Mods” menu

[Link to relevant guide section.](#)

*(Originally a hyperlink to Chapter 6.1 of Usability\_testing\_modding\_reference.odt)*

- a. Set the title to “**Task 2**”.
- b. Set the description to “**Task 2 description**”.
- c. Set the visibility as preferred.
- d. Use **Ustesting\_2022.png** file as a preview image.
- e. Press **publish** to upload your package to the Steam Workshop.



Image 1. Machine that should display your modified text when standing next to it.

## Task 3 - Create a new package

1. Navigate to the Editor menu.
2. **Delete** the package you created and published in Task 2. This will delete your local copy of the package.
3. Create a new package.

[Link to relevant guide section.](#)

*(Originally a hyperlink to Chapter 4.1 of Usability\_testing\_modding\_reference.odt)*

4. Change the package identifier to “ut\_task\_three”.
5. Create a duplicate of the “bottom\_floor\_obstacle” **Template** object and modify it:

[Link to relevant guide section.](#)

*(Originally a hyperlink to Chapter 4.5 of Usability\_testing\_modding\_reference.odt)*

- a. Duplicate the “bottom\_floor\_obstacle” **Template**.
  - b. Modify the Template by adding at least 2 new blocks into the template.
  - c. Rename the Template to “task3”
6. Duplicate the “tutorial\_weapon” **Master Template** object and modify it:

[Link to relevant guide section](#)

*(Originally a hyperlink to Chapter 4.6 of Usability\_testing\_modding\_reference.odt)*

- a. Duplicate the “tutorial\_weapon” **Master Template**.
- b. Place the “task3” Template you created in step 3 into the newly created Master Template, somewhere visible.
- c. Make your created Master Template **override** the builtin “tutorial\_weapon” Master Template.

[Link to relevant guide section](#)

*(Originally a hyperlink to Chapter 5 of Usability\_testing\_modding\_reference.odt)*

7. Create a new **Sound** object.

[Link to relevant guide section](#)

*(Originally a hyperlink to Chapter 4.4 of Usability\_testing\_modding\_reference.odt)*

- a. Create a new **Sound** object.
- b. Add a file to the Sound object audio streams - use **viuh.ogg** in the shared directory downloaded in preparation step 3.

- c. Make sure the sound is loaded correctly - clicking on your sound in the file panel (left) should play the sound.
  - d. Make your created Sound **override** the Sound named "jump" in the builtin package.
- 8. Make sure the following data is set to be in the package "ut\_task\_three\_<id>" that you created before:
  - a. Template "task3"
  - b. Master Template "tutorial\_weapon"
  - c. Sound "jump"
- 9. Verify that the content appears in-game
  - a. Exit from the editor to the main menu.
  - b. Start a "New Beginning" scenario from the "New Game" menu.
  - c. Move right to see if the "tutorial\_weapon" Master Template was overridden with the modifications you performed.
  - d. Jump to test if the jumping sound has been overridden.
- 10. **Publish** the package via the "Mods" menu
  - a. Set the title to "**Task 3**".
  - b. Set the description to "**Task 3 description**".
  - c. Set the visibility as preferred.
  - d. Use **Ustesting\_2022.png** file as a preview image.
  - e. Press **publish** to upload your package to the Steam Workshop.

## Task 4 - Create your own package

Based on what you've done so far, you will try to **create and publish a completely new package** to the Workshop.

1. Disable the package you created in the last task ("ut\_task\_three") in the Mods menu.
2. Include a new Master Template in your package, made entirely by you. You can make anything you like. Feel free to use templates, machines and constructs included with the game to make the Master Template.

[Link to relevant guide section](#)

*(Originally hyperlink to Chapter 4.6 of Usability\_testing\_modding\_reference.odt)*

For inspiration see Image 2 for an example bunker made out of the existing bunker pieces - "bunker\_wall", "bunker\_corner2", "bunker\_door", "bunker\_empty" and "bunker\_boxes". A few machines and a platform construct are added.

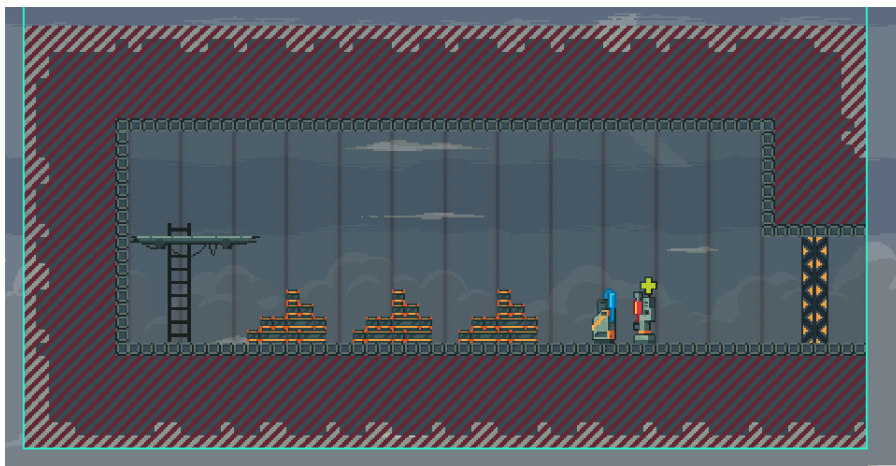


Image 2. Example bunker.

3. Include the Master Template you made in a biome by adding some biomes to the “**biome connections**” list of the Master Template (See [relevant guide section](#)).

*(Originally hyperlink to Chapter 4.6 of Usability\_testing\_modding\_reference.odt)*

This will make your creation randomly spawn in that biome. You can preview biomes in the “Biome” tab to see if your template was added to the world.

4. **Publish** your package. Please include “Task 4” in the title or description of this package.

## Fill out the feedback form

Link: [Feedback form](#)

*(Originally a hyperlink to feedback form contained in usability\_testing\_feedback\_form.pdf)*