**Useability Testing: Phase 2**

# Purpose / Scope:

After user testing provides feedback, changes will be implemented into the code, and the player will retest to validate that the game experience has improved.

# Configuration tested:

|  |  |
| --- | --- |
| Date test run: |  |
| Tester Total: | 3 |
| Testers |  |
| Operating System: |  |
| Game Build Version |  |

# Test Cases:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test Case** | **Expected Result** | **Player 1** | **Player 2** | **Player 3** |
| Game Install | Game Installs Files |  |  |  |
| Game Open | Game Boots |  |  |  |
| Playtime | Player plays for 5 mins |  |  |  |
| Updated Player Feedback | See feedback listed below |  |  |  |
| Bug Reporting | Player Identifies Bugs and reports to developer |  |  |  |
| Improvement | Player says game has improved with new updates. |  |  |  |

# Issues Found:

List all issues found during this test in this section…

# Report:

Written report summarizing the test case and recommendations…