IGB100 Playtesting Report

Game Name

Student Name

Student Number

Group

REMOVE ALL THE BLUE TEXT PRIOR TO SUBMITTING

# Playtesting Plan

*[Maximum one page]*

Construct a playtesting plan using the template provided below before conducting playtesting. A sample plan is shown in the Week 3 workshop slides.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Date** | **Participants** | | **Overall approach, including resources required** | **Session Goal** | **Method** | | **How to Analyse** |
| **Number** | **Who (characteristics of your play-testers)** | **What to measure** | **How to test** |
|  |  |  |  |  |  |  |  |

# Summary of Results

*[Maximum two pages]*

A list of all issues noted during the session, why they occurred, their severity, and how they may be addressed.

|  |  |  |  |
| --- | --- | --- | --- |
| **Issue Description** | **Severity** | **Strategy to Address Issue** | **Other Notes** |
| … | … | … | … |
| … | … | … | … |
| … | … | … | … |

# Discussion of Feedback

*[Maximum one page]*

Reflect on the feedback received during the session, how this affects your goals for development, and what you have learned to assist with future playtesting.

# Supplementary Materials

Include all materials you used for playtesting here. This may include:

* Questionnaires
* Prepared interview questions
* Raw notes taken during the session(s)
* Any data you logged (e.g., time taken to complete each level, deaths, kills, score etc.)

# Game Screenshots

Include 3-4 screenshots of your game which clearly demonstrate the state of your game during playtesting.