I took a rather hands off approach to testing. I provided the players with a note containing the controls: ("W, S, A, D" to move, mouse to look around, "space" to jump, "shift" to sprint, "c" to crouch, and "e" to use) and then fired up the game. I wanted them to explore and only made notes of specific observances. After the players finished, we had a short discussion about what they experienced.

Player ID: Player A
Player Age Range: 18-25
Player Gaming Experience: Some
Testing Phase: Early (Basic Controls)

Observances: Player wandered around and was initially surprised by the door. They seemed to have issues navigating and were running into objects at high speed.

Reaction: They felt the player moved to fast for such a small area but enjoyed the skybox and rough designs.

Player ID: Player B
Player Age Range: 26-33
Player Gaming Experience: Extensive
Testing Phase: Early (Basic Controls w/ Changes)

Observances: Player had observed Player A's test and approved of the new movement settings. They commented on a hole in the turret geometry and seemed distracted by some of the z-fighting.

Reaction: This player mostly discussed the artistic design. They felt the space was two small, but that it also lacked interesting items. They had been aware of my direction and feel that more interactables would make this less of an issue.

(These last two testers were part of a rapid-fire set in order to make the deadline. The discussions were much shorter because of this)

Player ID: Player C
Player Age Range: 18-25
Player Gaming Experience: Some
Testing Phase: Late ("Full" Implementation)

Observances: Player seemed to enjoy the dialogue, but needed to be guided to interact with items.

Reaction: Player liked the overall presentation and wanted more dialogue and objects to interact with.

Player ID: Player D
Player Age Range: 34-55
Player Gaming Experience: Very Little
Testing Phase: Late ("Full" Implementation)

Observances: Player had some issues with the controls and explained that the only real experience they had was on consoles. Player also needed a bit more guidance and found the door problematic.

Reaction: Player commented on the door implementation but like the dialogue and concept. They wanted the skybox to move.