User test / test plan

Who: the tester that is playing the game is [ **user + target audience**  ].  
What: the tester is playing the game [ **game name** ].  
Where: the tester is playing the game at [ **location + time** ].  
With: the game is played by using [ **game controls** ].  
How: the user test is recorded with [ **record software** ].

Information given to the tester before playing the game: [ **information** ].  
Instructions given to the tester before playing the game: [ **instructions** ].

Feedback given by the tester while playing the game: [ **feedback** ].

Questions asked to the tester after playing the game: [ **questions** ].  
Feedback given by the tester after playing the game: [ **feedback** ].

Rules:  
- Don’t talk with / to the tester while the tester is playing the game.  
- Follow the test plan  
- Be target focused