**Play Testing Plans for *Humane Sources***

1. The player will play the main level of the game. This should take approximately 15 minutes. The game will be played on a PC.
2. The questions we will asks after playtesting include:
   1. How did you feel about the overall experience?
   2. What stuck out to you?
   3. What did you enjoy?
   4. What did you dislike?
   5. How was the game’s information presented to you?
   6. Was it easy to figure out what was going on?
   7. Do you have any other feedback?
3. The player will be given a PC with the current build on it, along with a mouse. We will explain some basics (generally what the game is about, not in too much detail, such as the main objective of the game). The player will play the game. Once the game is over, we will interview the player with the pre-planned questions.