PLAYTESTING

Organization

- Contact available participants

- Reach an agreement on their session being recorded

- Set a date

- Prepare a file with all the necessary files to run the game

- Test that the play testing executable works in multiple computers

Since the first playtesting is aimed at seeing the player's first interactions with the game, how intuitive it is to them, and how their experience resembles the core experience, it is fundamental to do each play test in isolation from others.

Pre-play testing

- Briefly present the project, without giving details about its content

- Remind them that their session will be recorded

- Request them to do aloud thinking during the play test

- Give access to the play testing executable

- Give access to the readme file, where the controls are defined

Play testing

- Give them 20 – 30m so they can explore the available content, simply observing and only interacting with them if they reach out to you

- Fill the "playtesting observations" section in the playtesting file

Post play testing

- Ask them to close the game

- Ask for feedback, about their most immediate thoughts on the game

    o This serves to naturally gather the most honestly felt extremes, both good and bad

- Finish the play testing with a series of questions, corresponding to the ones detailed in the "interview" section

- Thank them for their time and see them out

Closure

- Revise the playtesting session to further add any missing information in the "playtesting observations" section

- Summarize the casual feedback given in "informal impressions"

- Evaluate all given feedback and formulate a plan to iterate the design