**PlayTest Report: <Milestone Name>**

Game Name:

Team Name:

Observer Name(s):

Date:

Tester(s):

**SUMMARY**

Overview of PlayTester(s) reactions and comments

* <Ex: Players thought that the jump looked unrealistic>

Issues list from PlayTester(s)

* Issue Title (include whether Interface\*, Mechanic, Dynamic, and Aesthetic)
  + Description, including possible solution when relevant
  + Team Action (include whether Direct, Indirect, Ignore Issue): write about the fix or provide a rationale as to why the issue is being ignored
* <Ex: Unrealistic Jump (Mechanic)
  + Player character’s jump appears to be a too floaty looking. The underlying physics need to be fixed.
  + Direct Fix: Change the jump value>

\* Interface includes all instructional information.

**APPENDICES: Field Notes**