**PlayTest Field Notes: <Milestone Name>**

Game Name:

Team Name:

Project Milestone:

Observer Name(s):

Date:

Name of Tester:

**Observations**

Detailed timeline of observation of Testers reactions and comments while playing game. Capture the action and player expression. Time intervals are at your discretion but should make sense for the game.

* Start:
* Start + x time:
* Time 2:
* Time 3:
* Time 4:
* Time 5:
* Etc.
* End:

**Post-Play Verbal Feedback**

**Name of Inquirer, if different from observer:**

Provide detailed feedback of PlayTesters after playing game using the questions below.

**Speed to Fun Questions**

*Were you able to learn how to play the game quickly?*

*yes*

*Was there anything you found frustrating?*

*Sometimes it scrolled too slow*

*Was the objective clear at all times? Describe the objective of the game.*

*Go up*

**Questions about Mechanics and Interface**

*Were the mechanics easy to understand and perform?*

*yes*

*How did the controls feel? Did they make sense?*

*Good.yes*

*Could you find the information you needed on the interface?*

yes

**Questions about Dynamics**

*What do you feel about the gameplay?*

*Its fun*

*What types of choices or tactics and strategies did you make during the game?*

*Ration fruit*

**Questions about Aesthetics**

*When did you begin to feel or experience [insert aimed aesthetic]?*

*Did anything feel, look, or sound clunky, awkward, or confusing?*

**Overall Comments on Game**

*Optional: Are there any mechanics, controls, sound, or interface features that need removing, adding, or changing?*

*Did you like or dislike the game? Why?*

*I like it, it’s fun*

*Do you play games in this genre? Do you like this genre?*

*Yeah, platformers. yep*

*Are there any other comments about the game that you would like to provide?*

*I like the purple stage (the balloons one)*