**Team 1**

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We plan to playtest in person on Tuesday and Wednesday, as well as send/email the game to willing participants. For the in person playtesting, we will observe the player’s behavior and listen to any verbal feedback they want to provide. We will also ask the player to complete our online playtest form, whether they were in person or not.

What we want to learn from testing:

* Bugs
* Minigame difficulty
* Accessibility and game understandability
* Aspects (art/sfx/gameplay) that need improvement / more work
* Game & minigame fun

Link to playtest form:

<https://forms.gle/bbMnre282vZUeJ4j8>

QR Code:

