**DES 212 Playtest Report**

**Designer:**  Jason Mai **Project Name:** Shadow Fight

**Date:** 11/11/11 **Project Version:** Prototype (v0.2)

*Change the information above to match your project, the time the playtest was done (which could be a range of days) and what version of the project was used.*

**Playtest Goals** *(minimum of three, no more than five)*

Determine whether players understand the system.

Determine whether the system is “breakable”.

Determine whether players have a clear positive response to playing the simulation.

*Remember that these are not things you directly ask the players, but are the answers you want from this playtest. You must have these goals ready before you do the playtests.*

**Playtest Notes**

*Players can be other students, instructors, staff, family, friends, etc.*

**Test #1: Tony (tony@digipen.edu)**

*Three to five paragraphs (200+ words) of details about how the session went, what the player(s) did and said during the game, what the player(s) said after the game or in answer to any questions.*

**Test #2: Samantha (samantha@digipen.edu)**

*Three to five paragraphs (200+ words) of details about how the session went, what the player(s) did and said during the game, what the player(s) said after the game or in answer to any questions.*

**Test #3: Bala (bala@digipen.edu)**

*Three to five paragraphs (200+ words) of details about how the session went, what the player(s) did and said during the game, what the player(s) said after the game or in answer to any questions.*

**Playtest Analysis**

*Three to five paragraphs (200+ words) of your analysis of the playtests, what the tests revealed or confirmed, how the playtest goals were or were not met, and what future changes you plan to make based on these playtests. Listing new things that need to be investigated here is good, but not required.*

**Raw Notes** *(optional, but highly recommended)*

*Include screenshots and/or photos of all the raw notes you took during playtesting. These don’t need to be edited or prettied up.*