

## Introduction

This document outlines the requirements for the Playtest Report required for GAM150. These reports will be submitted by end of lab day in week 11. Failure to follow all instructions in this document will result in a penalty applied to the team's grade for this project.

In Week 10, the lab will be used to conduct formal playtests. Your team will prepare a build and questionnaire before the lab, and write a report after the lab is complete.

## Playtest Questionnaire

In order to run your formal playtest, you will need:

- 1) A stable, functional build of your game
- 2) Instructions for your playtesters on how to play your game, including any cheats they should use
- 3) A list of questions to be answered by each of your playtesters.

The answers to these questions, as well as observations made during the playtesting, will be summarized in the following Playtest Report. The questionnaire must be included in the report in the Playtest Outline section.

It is up to the team to prepare a questionnaire relevant to the game. The questionnaire **must** include:

- *Three or more* demographics questions (see the "Playtester Demographics" section of this document for some suggestions)
- *Five or more* questions for the playtesters to answer about your game. See the "Playtest Summary" section for some suggestions.
  - *At least two* of these questions must relate to features or content specific to your game. An example of a non-specific question is "What worked well?" An example of a specific question is, "did you feel that the fire weapon was overpowered, underpowered, or just right?"

Your team should print out a number of copies of your questionnaire before week 10, and bring them with you to the lab. Ten copies or more is recommended.

## Playtest Report Structure

The objective of this report is to summarize the most relevant and useful information gathered during a formal playtest session. The recommended length for this report is between 5 and 10 pages. All listed sections must be included, and they must appear in the order presented below.

- Every page *must* have a page number (except for the cover page), your game title, and the DigiPen copyright ("All content © 2016 DigiPen (USA) Corporation, all rights reserved.").

# GAM150 Playtest Report Outline

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- Documents *must* be neatly formatted and easily readable. Put page breaks before new sections (when appropriate), use consistent formatting and fonts, use headings for sections and sub-sections, etc.
- Spell-check and grammar-check the document before submission.

## Cover Page

The cover page should contain the following information:

- Game Title
- Document title (i.e. “Playtest Report”) and playtest date
- Class name and section (“GAM150SU16-A”)
- Semester and year (Summer 2016)
- Team Name
- Team Roster – List all members of the team, including the following information:
  - Student name
  - Team Role
  - Coding responsibilities

## Table of Contents

The Playtest Report must contain a table of contents (TOC). Make sure to update the TOC prior to submitting the document. Refer to the Word or OpenOffice documentation for help on TOCs.

## Introduction

In one to two paragraphs, inform the reader of the purpose of this document.

## High Concept

Include the most recent version of the game’s high concept.

## Game Summary

In one to three paragraphs, provide a summary of the game.

## Playtest Environment

Describe the playtest environment, including any special hardware, software or location requirements.

## Playtest Outline

Describe the elements of the playtest session, including at least the following information:

- Objectives of the playtest.
- Instructions provided to playtesters prior to play.
- Questions posed to playtesters after play – both for demographics and feedback

## Playtester Demographics

Summarize the playtester demographics, using tables and/or charts. This information may include, but is not limited to, the following:

# GAM150 Playtest Report Outline

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- Age group percentages (teen, young adult, adult, etc.).
- Gender percentages
- Genre preferences, for example:
  - Favorite genres
  - Hours playing games in various genres
- Number of hours spent playing games each week (use preselected ranges and list percentage)
- Any other relevant information that you would like to include

## Playtest Summary

Summarize the most relevant and useful information gathered during the playtest session. This should include *observations made during* and *answers gathered after* each playtest session. Where appropriate, use tables and/or graphs to help communicate this information.

- What worked well?
- What could be improved?
- What difficulties did the player encounter?
- For questions that are answered using a point scale, list the answers given by percentage.
- For open-ended questions, summarize any noteworthy answers
- List the game ranking given by the play testers
  - For example, given a scale of 1 - 5, what percentage of playtesters selected each score
  - List the average score given by all playtesters (convert scale to percentage)

## Work Items

Describe the list of the work items that will be taken as a result of the feedback described under Playtest Summary. All work items should relate to feedback, and the major feedback items should be represented by an action item.

Each work item **must** have an owner identified. The owner should understand the feedback that led to the work item, as they are responsible for ensuring that the item is completed successfully.

## Submission

**All reports must be submitted to Moodle by 11:55 PM of lab day in Week 11.** Late submissions will be penalized -25% if less than one week late. Beyond one week the submission will receive a score of 0%.

All submissions must be submitted in Word or OpenOffice format and must conform to the following naming convention:

- (team number)\_GAM150\_(team name/no spaces)\_PlaytestReport.(file type)
  - **Example:** A05\_GAM150\_PhoenixDown\_PlaytestReport.docx

**NOTE:** Failure to follow all instructions in this document will result in a penalty applied to the team's grade for this project.