# Playtest (FILLED OUT BY THE DEVELOPER)

## Step One: Fill in your name and the name of the tester in the room with you

Developer: \_\_\_\_\_\_\_\_Jose Aguilar\_\_\_\_\_\_\_\_\_

Tester: \_\_\_\_\_\_\_\_\_\_\_\_Benito De Leon\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Step Two: Introduce your game

Tell the tester as briefly as possible the controls and any objectives that they can pursue.

* Do not tell them anything about what will happen or how to approach the game.
* If absolutely necessary, you can briefly explain missing information that should be there but isn’t yet (e.g. if there are lives, but there’s no visible life counter).

## Step Three: Play and Observe

Have the tester share their screen and open the game on Newgrounds. This tester will play the game repeatedly for about 3 minutes.

The tester should talk out loud about impressions, questions, ideas, etc.

The developer should say as little as possible. Observe the game play and take notes here. If the tester hits a game-breaking bug and gets stuck, the developer may let them know to restart.

## Step Four: Post-game Questions

The DEVELOPER asks these questions and notes the answers.

1. How did the controls feel? Could you do what you wanted to do?
   1. Controls were vague at the beginning, no indicators guided the player what controls were, and replay button was bugged. Second time, it was more smoother due to previous knowledge.
2. What decisions did you make while playing, and what impact did they have?
   1. I tried to bring down the helicopter to see if I could eat it. I wanted to kill enemies and feed through melee and ranged attacks.
3. What, if anything, would you describe as frustrating? Satisfying? Exciting?
   1. The game took a fat minute to load.