# Playtest (FILLED OUT BY THE DEVELOPER)

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

Developer: Spencer Lukasik

Tester: Joshua Harding

## 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?

Mouse Sensitivity Issues, needs better aiming (third person view). Needs to be more responsive – lag issues.

1. What decisions did you make while playing, and what impact did they have?

Knowing how to take on enemies, different strategies for different types of enemies. Had the choice to kill or stealth, had the option to take on camps instead of the city.

1. What, if anything, would you describe as frustrating? Satisfying? Exciting?

Camera controls were very frustrating. Basically made the game unplayable. WebGL builds act differently from the Editor, and having a massive game that takes easily 1+ hour to build, zip, deploy to NewGrounds, and then load on NewGrounds makes testing an awful experience.