# 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: Diego Garcia

## 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?

Controls feel fine, needs to have the mouse cursor locked to the screen. Cursor should be invisible. Sensitivity should have a slider.

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

Needs an introduction. Can kill and eat beans, attack or not attack, etc. Needs better concrete application of the main idea, because you are playing as the villain instead of the ‘hero’. Not really sure how to progress, needs a better tutorial.

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

Frustrating Mouse movement. LOVES the third-person view. Options menu to change settings was neat. Having a big map was nice for being able to go anywhere. Wants a better way to shoot in 3-rd person view.