# 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: Jefery 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?

Mouse Sensitivity Issues. This is just true across the board, and is the #1 complaint. Runs much smoother on their computer, however.

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

Being able to dodge enemies or get closer to them. Being able to run away. They didn’t understand that they could shoot – needs a tutorial or a list of controls as the game progresses.

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

Controls were frustrating, but WASD movement and shooting was fine. Loved the sound effects and the PS2 graphics. Performance needs heavy work. LOVES the open world feel and the ability to move around anywhere they want to go.