# Playtest (FILLED OUT BY THE DEVELOPER)

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

Developer: \_\_Ethereal Gang (Kyara)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Tester: \_\_\_David Botello\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## 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.

-Volume kept on increasing?

## 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?

Issue with the mouse going out of screen

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

Attacking the enemies. Dodging the bullets but beans surrounded. No retry button.

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

Camera movement and the sound going up was frustrating. Satisfying would be the aesthetic, the map and graphics is nice. Exciting would be using the third person camera and feasting on beans.