# 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: \_\_Michael Morales\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## 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?

-E button doesn’t work?

## 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 mouse going out of screen, has trouble looking around. WASD felt really good. Enemies are a bit hard.

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

Crab should have a barrier against the enemies, killing enemies, trying the feast animation but it killed him.

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

Helicopter/Enemies attacking are exciting. Frustrating is the mouse controls. But satisfying would be the graphics, third person camera,.