# 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: \_\_Simon Elizondo\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## 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?

WASD felt good, but mouse was an issue. Couldn’t turn unless going to third person view, even then turning was limited.

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

Spammed E button and killed beans easily, tried feasting on the beans but wasn’t able to because game crashed.

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

Frustrating – Turning around, Music was too loud.

Satisfying – Killing the enemies

Exciting – Graphics, third person view.