**Play test form**

Make sure your (paper) prototype is ready. Without a prototype, you cannot participate in the Play Test session.

As a team, play another team’s game and analyse and test their game.

Use the table below, fill out every row.

|  |  |  |
| --- | --- | --- |
| Name of the game: |  | |
| Number of players: |  | |
| Time played: |  | |
| Played by: |  | |
| **Game Analysis** | | |
|  | What do you like about it? | What would you change? |
| **Theme & Narrative** |  |  |
| **Objectives/Goals** |  |  |
| **Rules/Mechanics** |  |  |
| **Player Interaction** |  |  |
| **Graphics & Sound** |  |  |
| **Electronic features** |  |  |
| **Target Audience** |  |  |
| **General Questions** | | |
| What challenges did you face? How did you overcome them? |  | |
| Do you find the game difficult or easy to play? |  | |
| Would you say the game is fun to play? |  | |
| Do you think the game is fair? |  | |
| Is it fun to play this game more than once? |  | |
| What did you find surprising in this game? |  | |
| Is the winner predictable? |  | |
| Are players involved until the end? (or did some players drop out early in the game) |  | |
| Do you have any other comments or remarks? | | |