

Audience testing is a vital part of the design and development

Create at least three tasks for your target audience to test/accomplish during user testing. The tasks can be communicated as alert messages or printed out on paper (the room will be silent during testing)

Create a list of questions you will ask to understand/evaluate the audience member's experience/feedback. The evaluation questions can be asked orally or through written form

Learn more about audience testing from [usertesting.com](https://www.usertesting.com)

Tasks

Get to grocery store

Before game:

- How do you feel right now?

After game:

- How do you feel now?
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- How do you feel like this game could be improved?
- Do you have any personal experiences that you think may be useful to share?
- What did you learn about this character?
- How does the interface feel?
- What expectations did you have for this experience?
- How do you see this project continuing?