

[Your Logo or Name]

GAME PLAYTEST REPORT

Project: [Game Name]

Version: [Game Version]

Date: [Report Date]

Playtester: [Your Name]

1. EXECUTIVE SUMMARY

(A concise summary of the most important findings and key recommendations)

This report summarizes the findings from a playtesting session of [Test Duration] on [Game Name]. The focus was on functionality, usability, and overall player experience. Strengths were identified in [Mention strengths] and areas for improvement in [Mention areas for improvement].

2. KEY FINDINGS

(Key points observed during the playtest, both positive and negative, with a focus on user experience.)

- **Gameplay Loop:** [e.g., "The core gameplay loop is engaging, but the initial pace is slow."]
- **Usability/UX:** [e.g., "The user interface is intuitive, but some icons are not clear."]
- **Difficulty Curve:** [e.g., "The difficulty increases inconsistently, frustrating new players."]
- **Audio/Visuals:** [e.g., "The sound design is immersive; the art direction is cohesive."]

3. BUGS & GLITCHES

(List of technical errors or inconsistencies found.)

[Bug ID/Short Description]: [e.g., "Player character gets stuck on terrain in Level 3."]

- **Severity:** [High/Medium/Low]
- **Steps to reproduce:** [Steps to replicate the bug]
- **Screenshot/Video reference:** [If applicable, indicate that it is attached]

[Bug ID/Short Description]: [e.g., "Text overlap in inventory screen."]

- **Severity:** [Medium/Low]
- **Steps to reproduce:** [Steps to replicate the bug]

- **Screenshot/Video reference:** [If applicable, indicate that it is attached]

4. RECOMMENDATIONS

(Specific and actionable suggestions to improve the game, based on the findings.)

- **Gameplay:** [e.g., "Consider adding an interactive tutorial for basic mechanics."]
- **Usability:** [e.g., "Redesign the main menu icons for greater clarity."]
- **Difficulty:** [e.g., "Implement an adaptive difficulty system or a progression tutorial."]
- **Performance:** [e.g., "Optimize asset loading in the Level 3 area to prevent FPS drops."]

5. PLAYER EXPERIENCE (OPTIONAL)

(Comments on the general feeling, emotions, and potential reactions of a typical player.)

- **Engagement:** [e.g., "The game succeeds in keeping the player immersed in the narrative."]
- **Frustration Points:** [e.g., "Difficulty spikes or a lack of directions create frustration."]
- **Enjoyment:** [e.g., "There is a clear sense of achievement when overcoming challenges."]

ATTACHMENTS

- **HD Gameplay Video:** [Link to gameplay video]
- **Annotated Screenshots:** [Link to screenshot folder]

Thank you for trusting my playtesting service to help polish your game!