**Playtesting Script for Carnival Escape**

**Introduction**

The objective of this playtest is to gather feedback on the usability, enjoyment, and overall experience of playing our game, Carnival Escape. We aim to identify any bugs, areas of confusion, and suggestions for improvement.

*Load the game on a laptop and have the participant sit in front of it.*

Just to give a quick overview of what our game is – it is a horror-themed maze game, where you are a girl who has found herself in an abandoned carnival because your cat has run off on its own. You have to navigate out of this carnival, saving your cat and yourself from the ghosts that haunt it. However, the carnival games are still active, and there will be certain areas where you have to complete those games to proceed to the next section.

**Instructions/Overview**

To test our game’s playability, we will have you go through the game yourself without guidance. We will let you go through the game yourself for about 10 minutes unguided, and if you are unable to finish, we can give you hints. As you play, think aloud and share your thoughts, feelings and any issues you encounter. Hearing your thoughts will help us identify areas of confusion and things that work well.

To get you started, you can move with either WASD or the arrow buttons. The recommended choice would be arrow buttons as there will be other keyboard buttons used to interact with the game as well, and WASD can be slightly uncomfortable or counterintuitive. But you are free to choose what is best for you to enjoy the game.

Once you complete the game, we will have a short post-session interview, where you can give any feedback and comments on the game. Finally, to conclude, we will ask you to complete a survey.

**Gameplay**

*Once the participant begins playing the game, keep track of the comments that they make as they progress through the game. Observe if they have any problems with completing the objectives laid out in the game.*

*Once 10 minutes have passed, check on where they are and give hints if they need it.*

**Concluding Comments**

Thank you for helping us test our game, are there any comments about our game that you’d like to share with us?

*Take note of any comments they share.*

Thank you! One final thing, please fill in this quick survey and that will be all for today’s playtest.

**Questions**

1. Was the tutorial section clear? (Yes/No)
2. On a scale of 1 to 10, how intuitive are the controls?
3. Was the in-game interface easy to use? What would you like to see improved?
4. Were there any areas of the maze that were confusing or difficult to navigate?
5. Did the maze layout feel engaging and varied?
6. Did you think the plot of the game tied into the minigames and objectives?
7. Any comments on the pattern memory game?
8. Any comments on the apple throwing game?
9. Any comments on the parkour section?
10. On a scale of 1 to 10, how fun did you find the game?
11. On a scale of 1 1o 10, how likely are you to recommend this game to a friend?