

# **Playtest Script for Life V Death**

## **Instructions to Investigators:**

Please read the following pregame speech to playtesters before they begin playing. It is best if the game is played by 4 people who have never played before, but it is also fine to play with 2 or 3 players. If you do not have a full 4 it is fine if you, the investigator, plays the game with them.

Please have each group of playtesters play the game at least twice, with players rotating who is playing as Life and who is playing as Death. We are interested in seeing how players grasp of how to play the game changes if they have played as both types of players. Additionally, we are interested in seeing if the balance of the game seems fair to someone who has played both sides. Please either write down or record any questions or comments the playtesters have while playing the game.

## **Pregame speech for Playtesters:**

As you read the instructions to the playtesters, please make note of anything that they have questions on or seem confused by. Please read the instructions in order.

1. Thank you for taking time to playtest Life V Death. Life V Death is a team based multiplayer game for 2 – 4 players. One player will always be playing as Death, while all remaining players will work together as Life.
2. The goal of Life is to reach the fountain of youth, allowing them to live forever!
3. The goal of Death is to kill each Life player before they are able to reach the fountain.
4. If one life player reaches the fountain, the Life team wins.
5. If all Life is killed, Death wins.
6. Life players will control their character using an Xbox controller.
7. Death will use a mouse and keyboard to interact with the game world.
8. There will be in game instructions on specific controls for both Life and Death.
9. If any controls are confusing or unclear, please ask questions – chances are other players will feel the same way and we want to know!
10. If the game feels unbalanced or unfair in some way, speak up and let us know. Once again, chances are someone else would feel the same way.

## **In Between Games:**

After playtesters have completed one round, ask them their thoughts on how the game went. Asked what was fun about the game, and what could have been better. Record their answers. After this, switch who is playing as Death and have them play again.

## **After completing playtesting:**

Send the players to complete the survey at: <https://goo.gl/forms/4yKhwSMt4zrnEr1r1>